OIPE JC132
JAN 03 2005
PATENT & TRADEMARK OFFICE

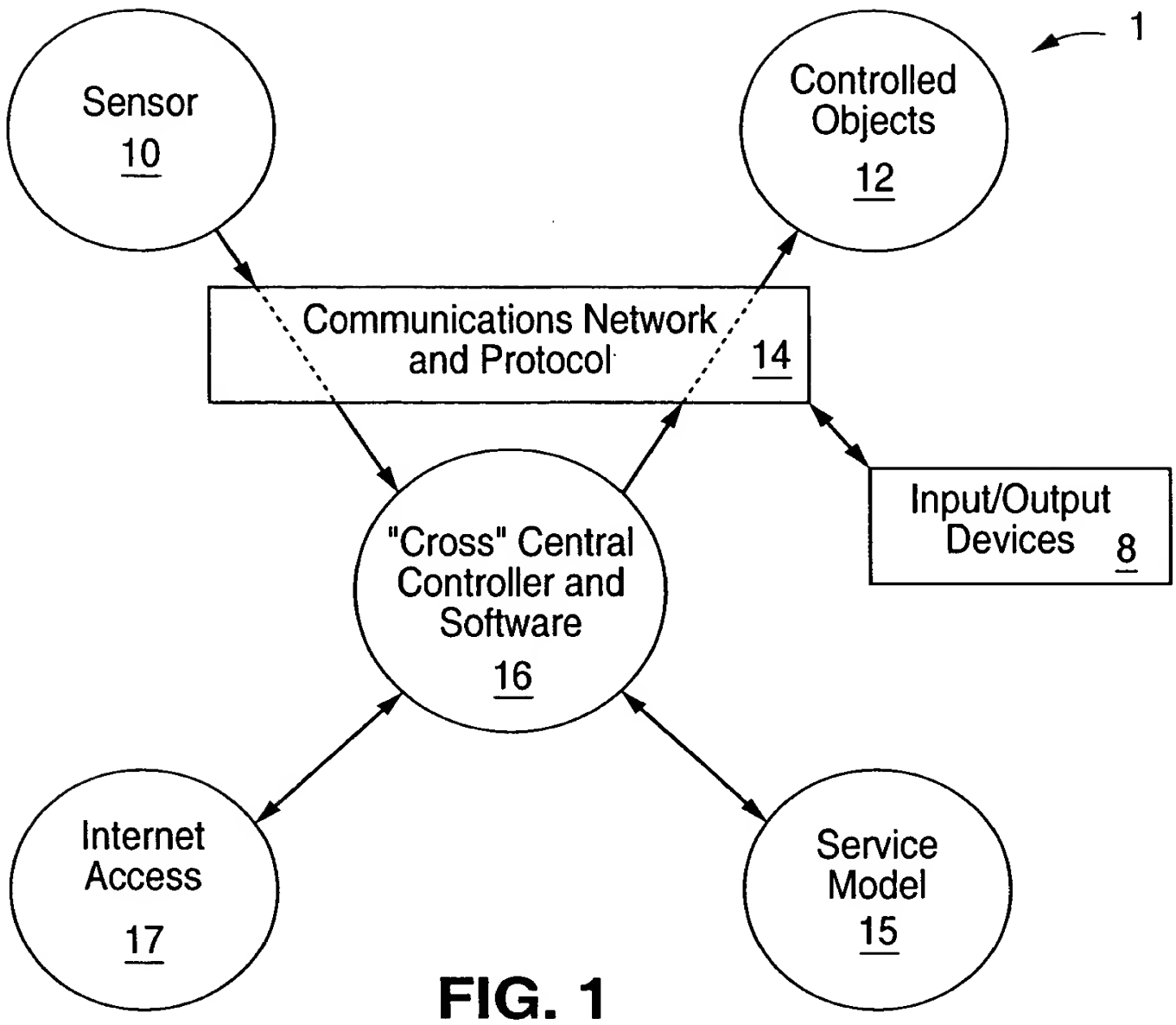

FIG. 1

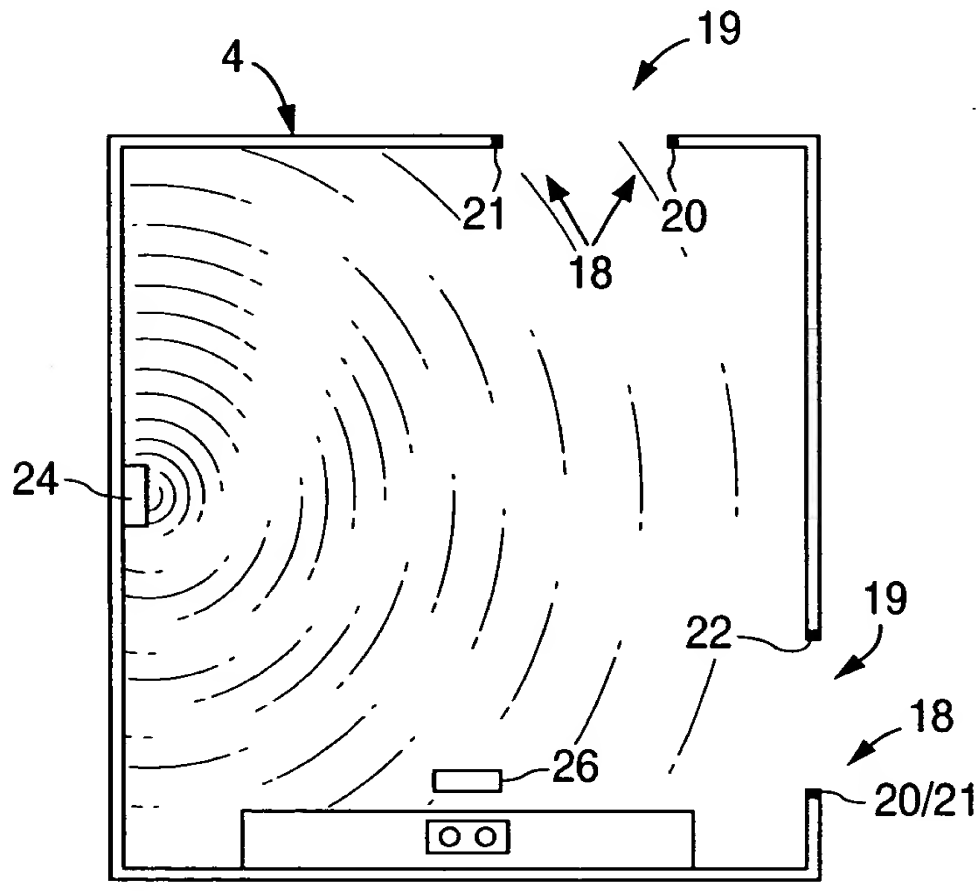

FIG. 2

OIPE JC12
JAN 03 2005
PATENT & TRADEMARK OFFICE

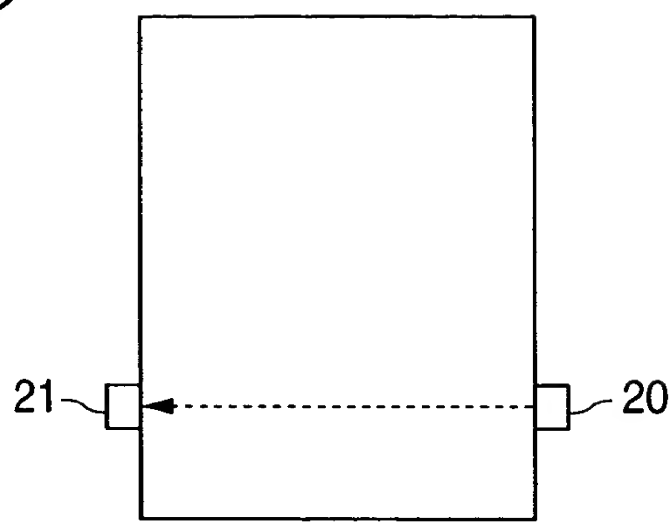

FIG. 3A

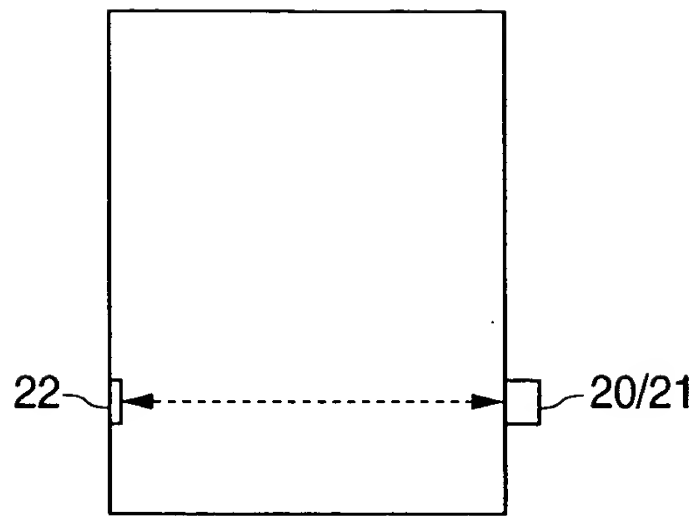

FIG. 3B

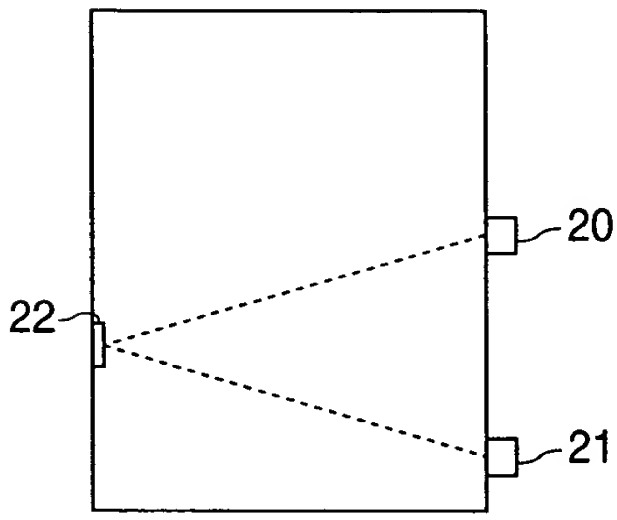

FIG. 3C

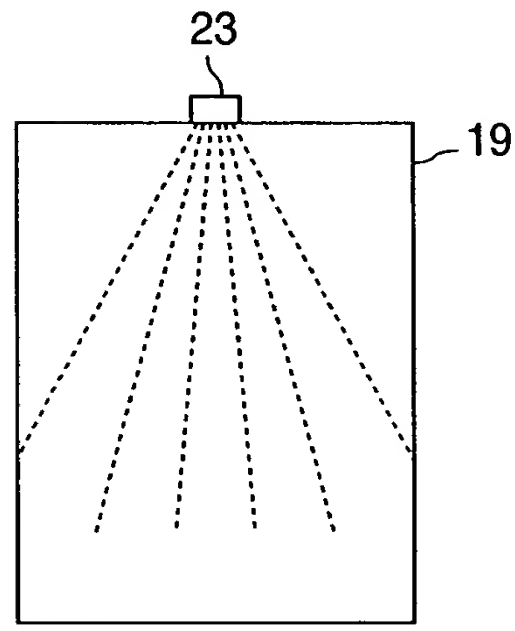

FIG. 3D

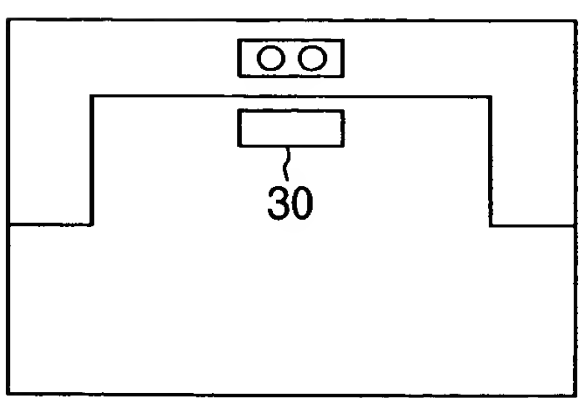

FIG. 4A

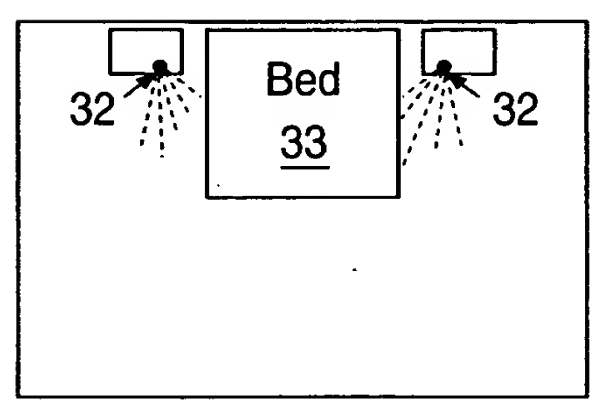

FIG. 4B

OIPE JC132 JAN 03 2005 PATENT & TRADEMARK OFFICE

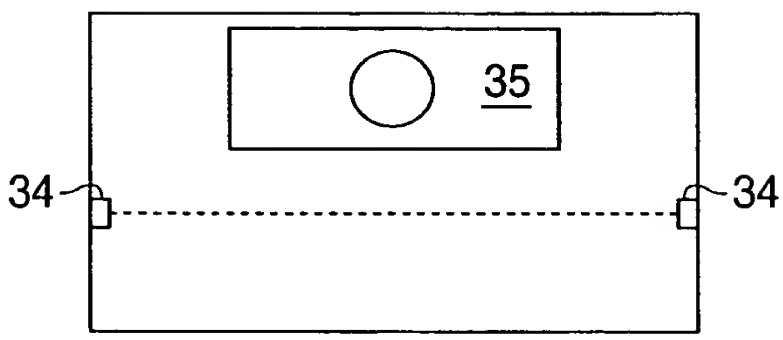

FIG. 4C

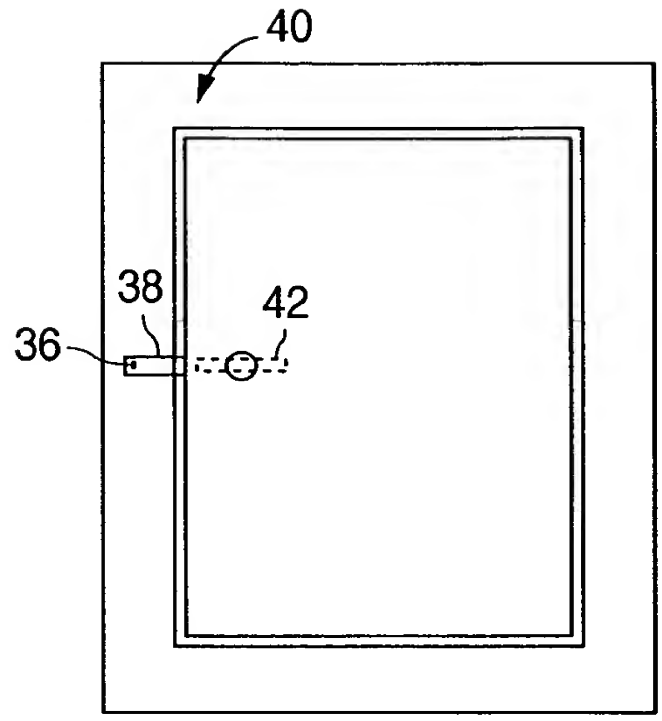

FIG. 5

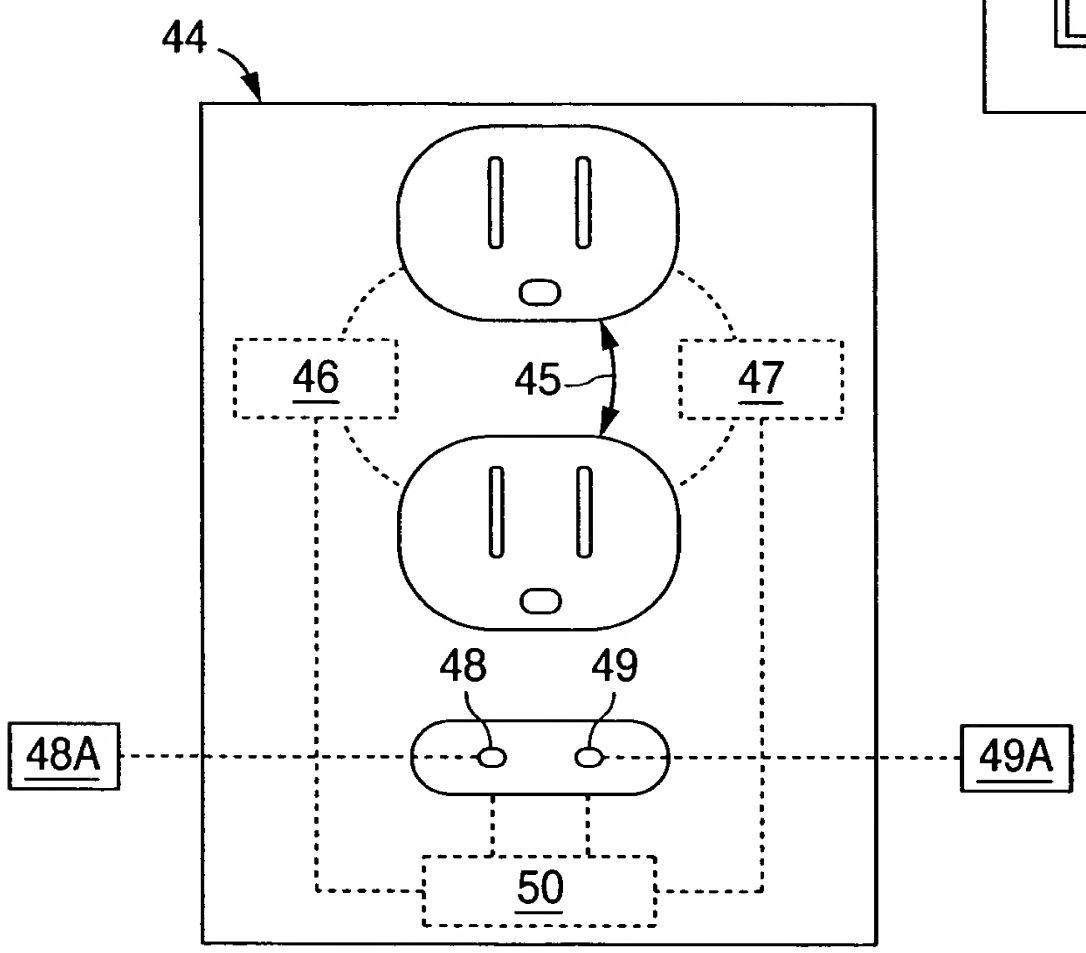

FIG. 6A

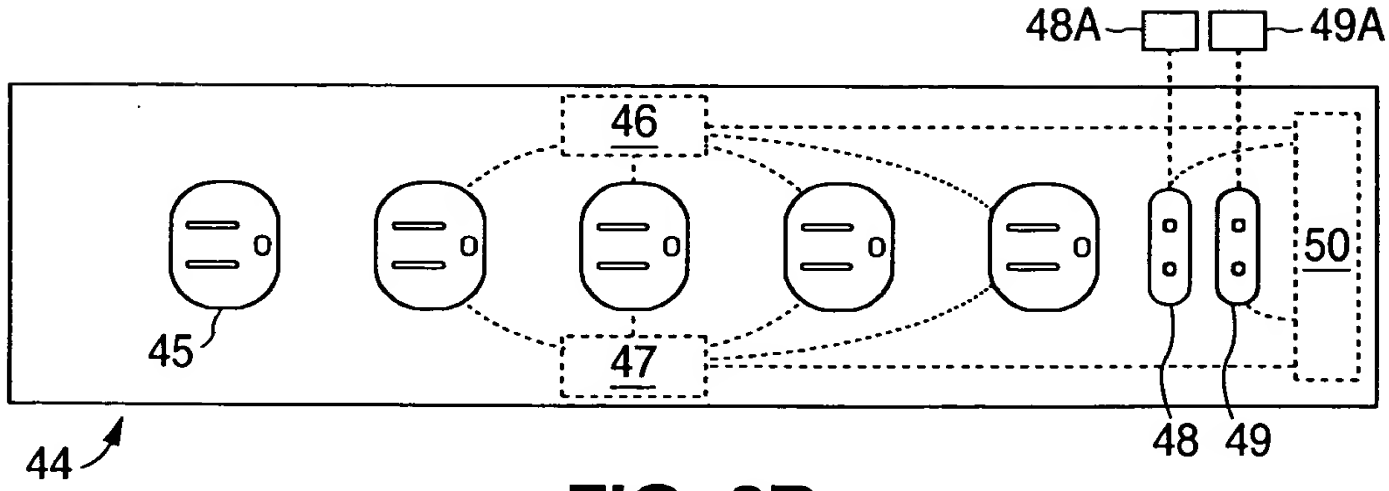

FIG. 6B

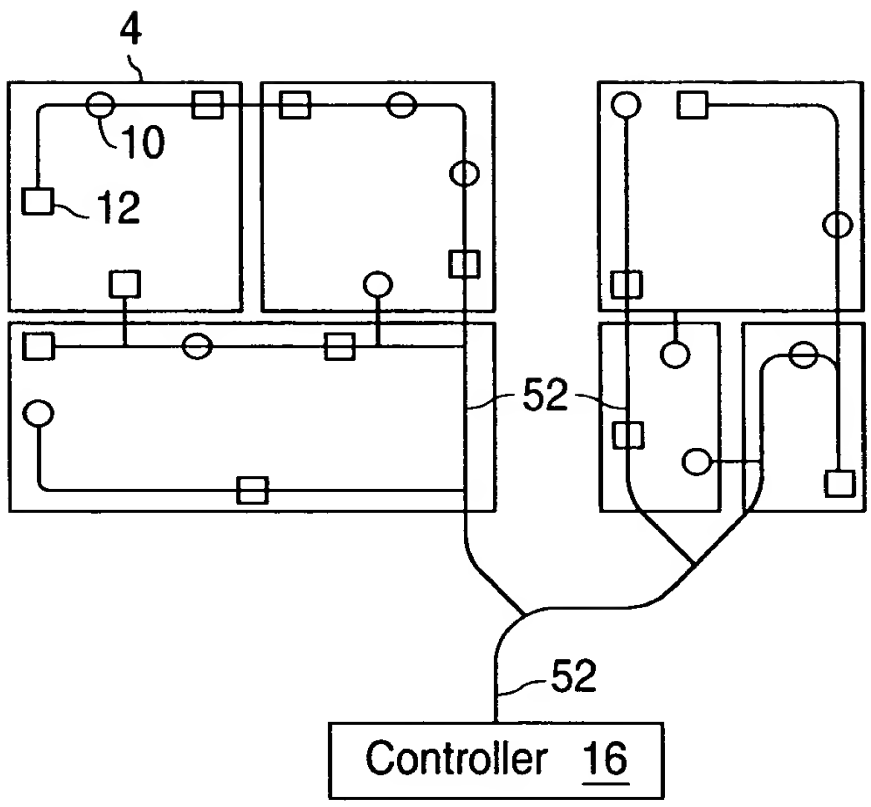

FIG. 7A

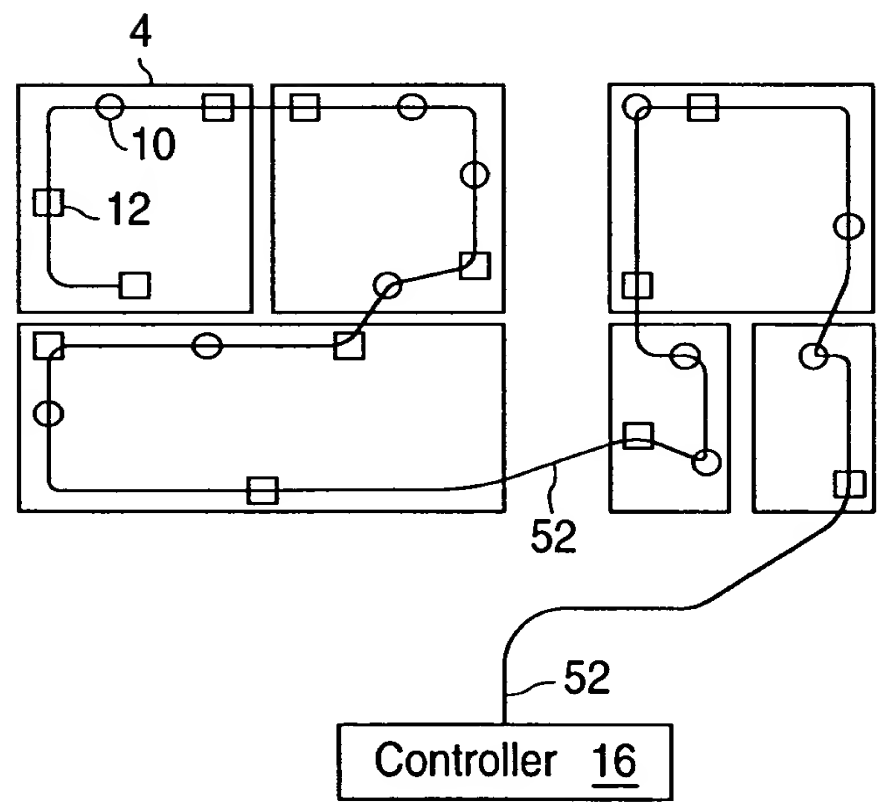

FIG. 7B

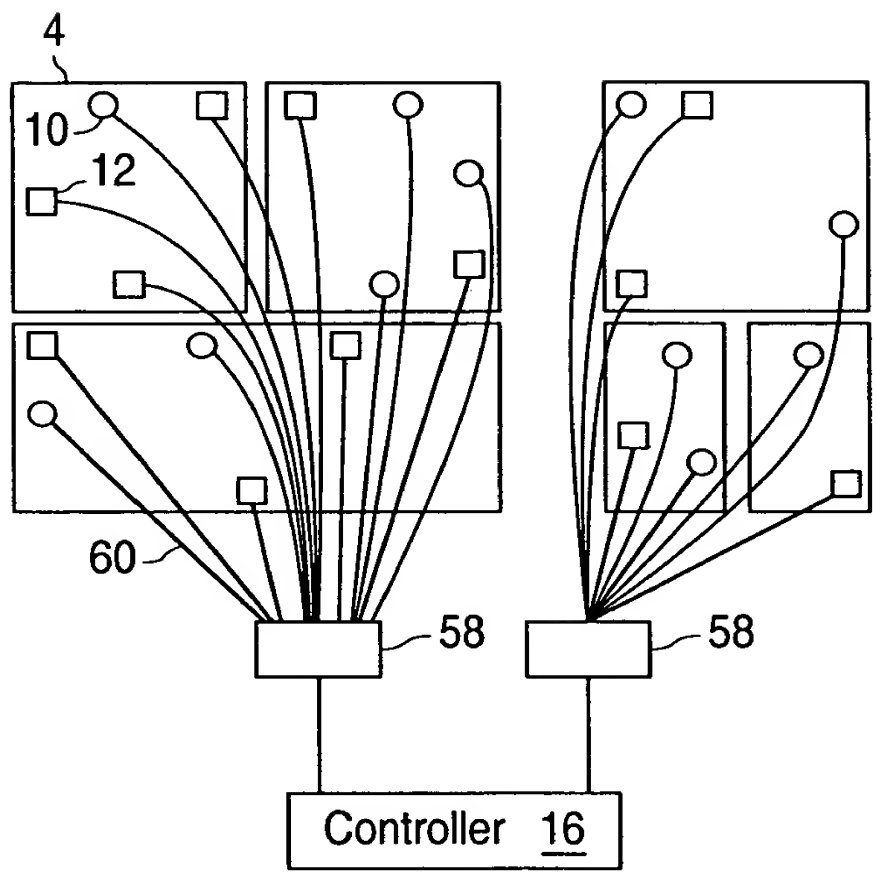

FIG. 7C

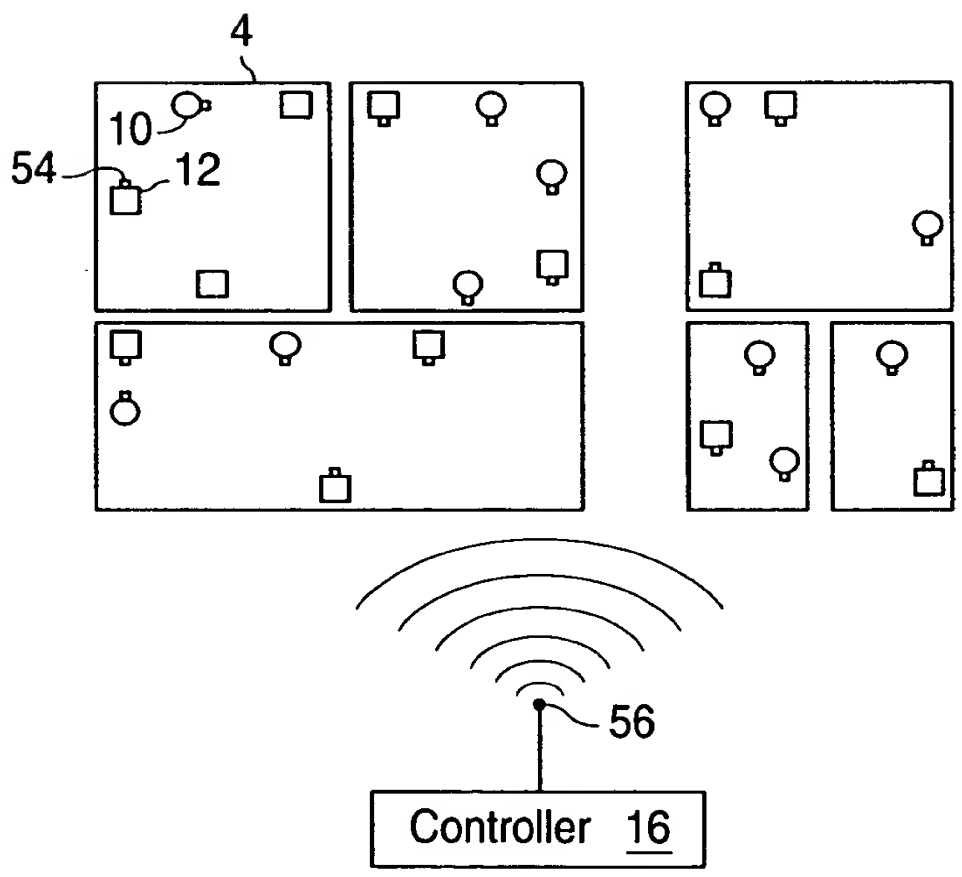

FIG. 7D

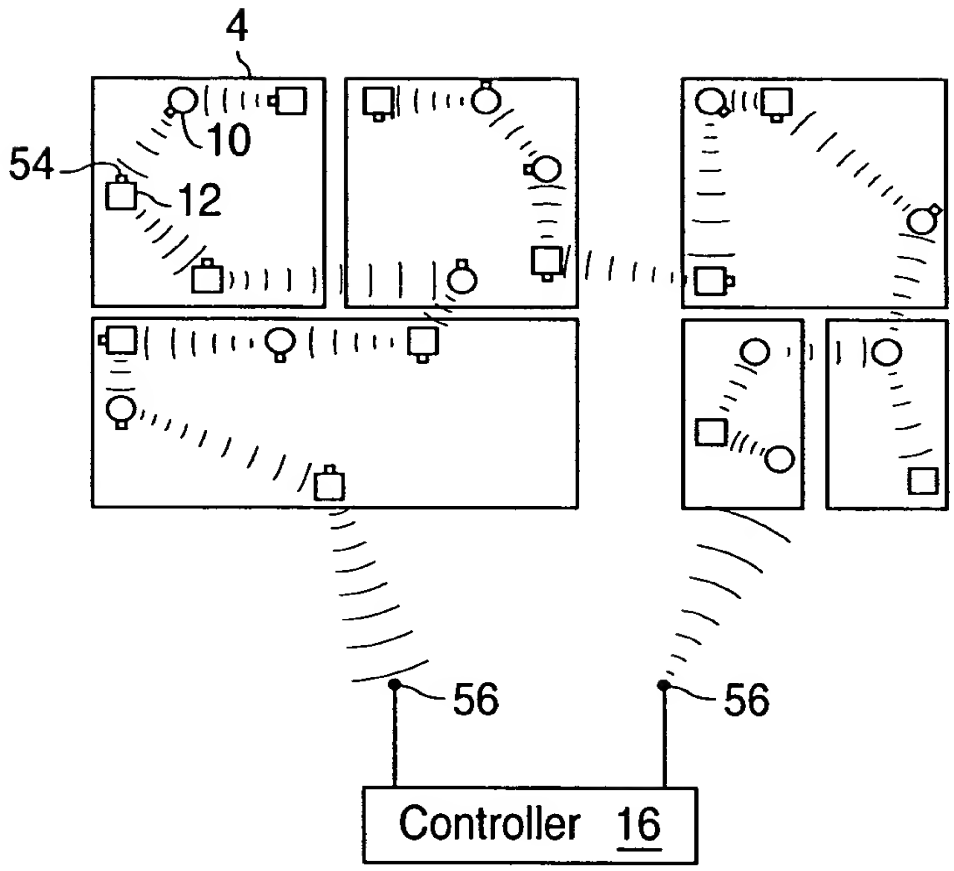
4
10
54
12
56
56
Controller 16

FIG. 7E

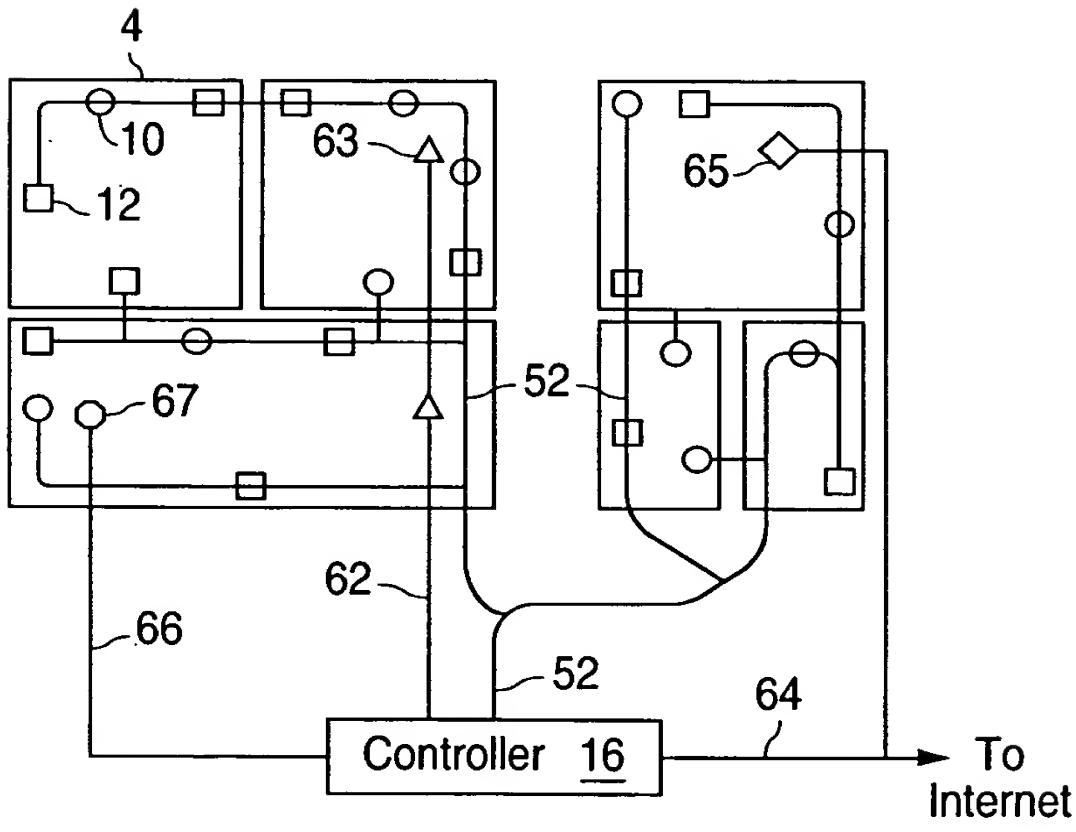
4
10
12
63
65
67
52
62
66
52
64
Controller 16
To
Internet

FIG. 7F

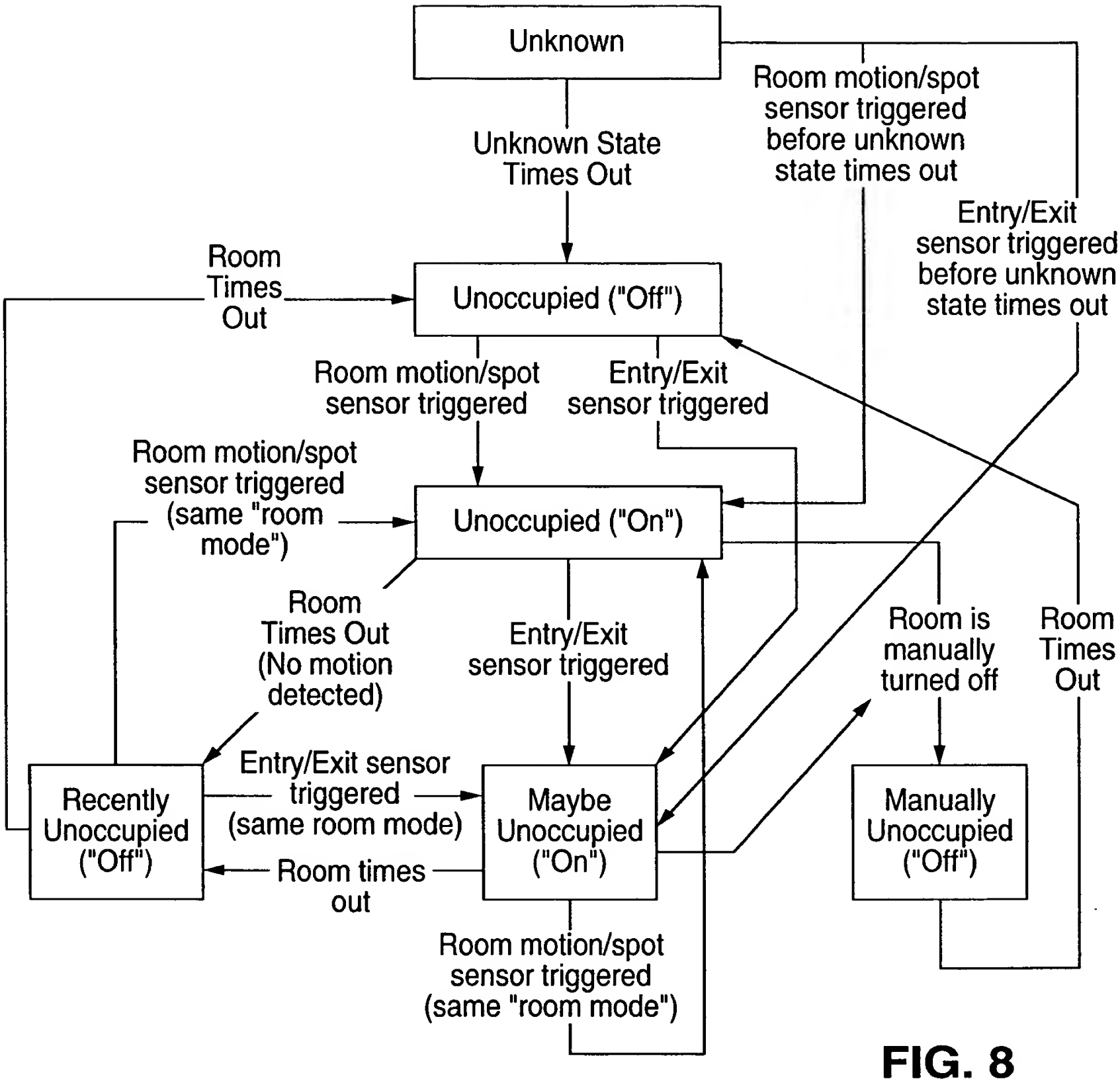
Unknown
Unknown State Times Out
Room motion/spot sensor triggered before unknown state times out
Entry/Exit sensor triggered before unknown state times out
Room Times Out
Unoccupied ("Off")
Room motion/spot sensor triggered
Entry/Exit sensor triggered
Room motion/spot sensor triggered (same "room mode")
Unoccupied ("On")
Room Times Out (No motion detected)
Entry/Exit sensor triggered
Room is manually turned off
Room Times Out
Entry/Exit sensor triggered (same room mode)
Recently Unoccupied ("Off")
Maybe Unoccupied ("On")
Manually Unoccupied ("Off")
Room times out
Room motion/spot sensor triggered (same "room mode")

FIG. 8

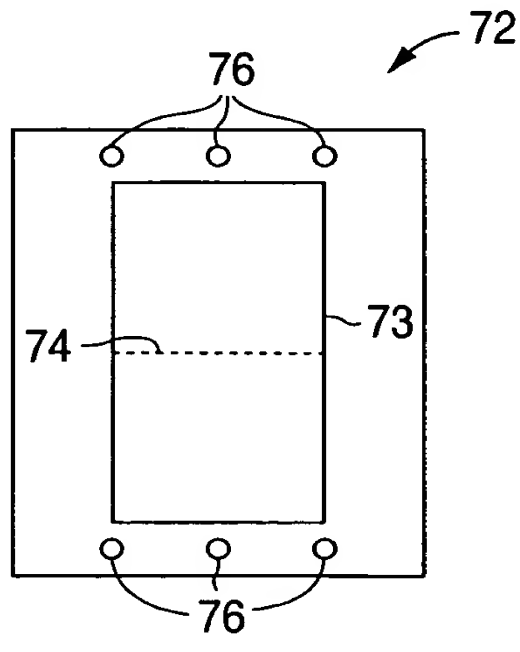
72
76
74
73
76

FIG. 9

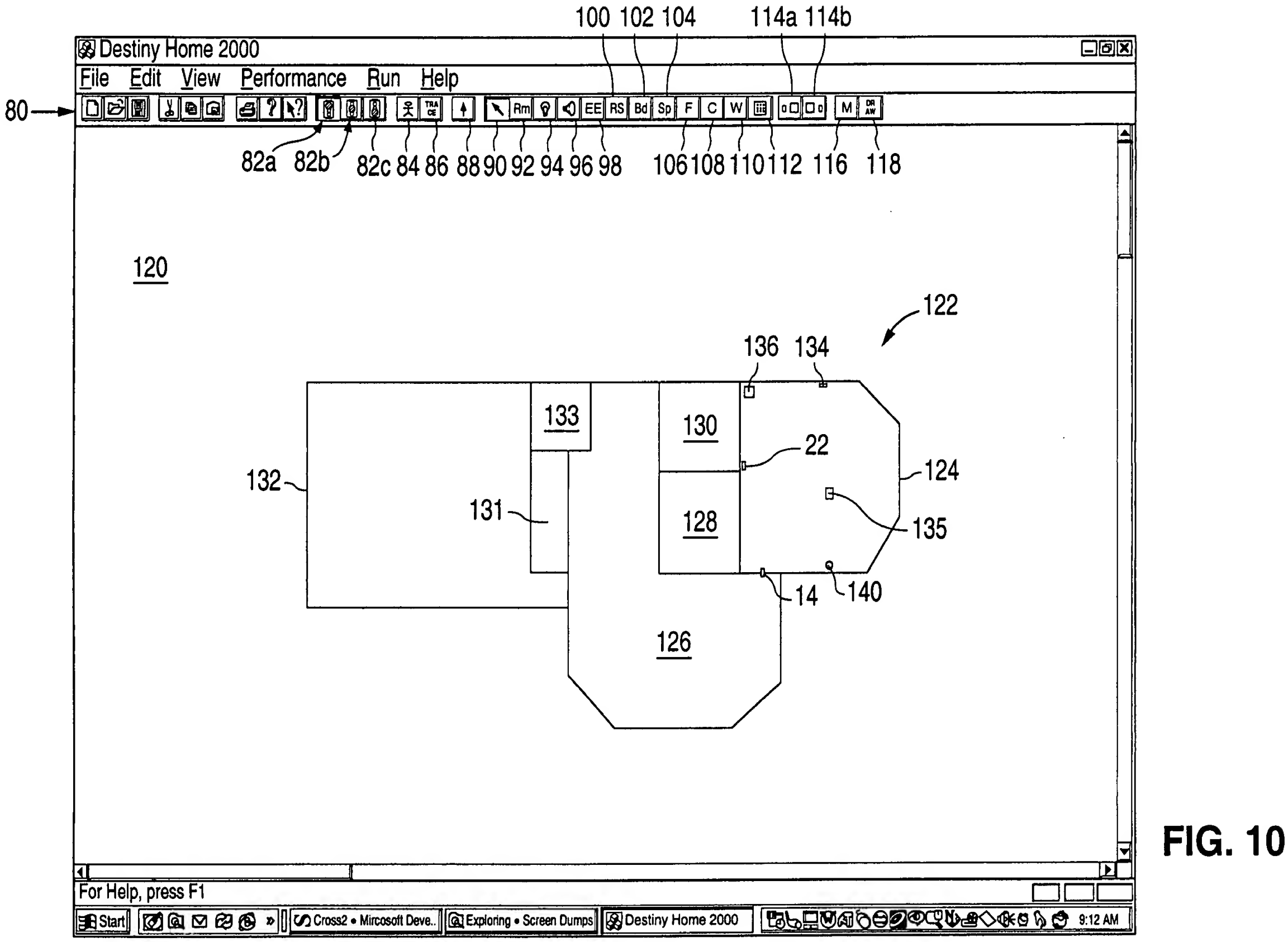
Destiny Home 2000
File Edit View Performance Run Help
80
100 102 104 114a 114b
82a 82b 82c 84 86 88 90 92 94 96 98 106 108 110 112 116 118
120
122
136 134
133
130
22
124
132
131
128
135
14
140
126
For Help, press F1
Start
Cross2 • Mircosoft Deve..
Exploring • Screen Dumps
Destiny Home 2000
9:12 AM

FIG. 10

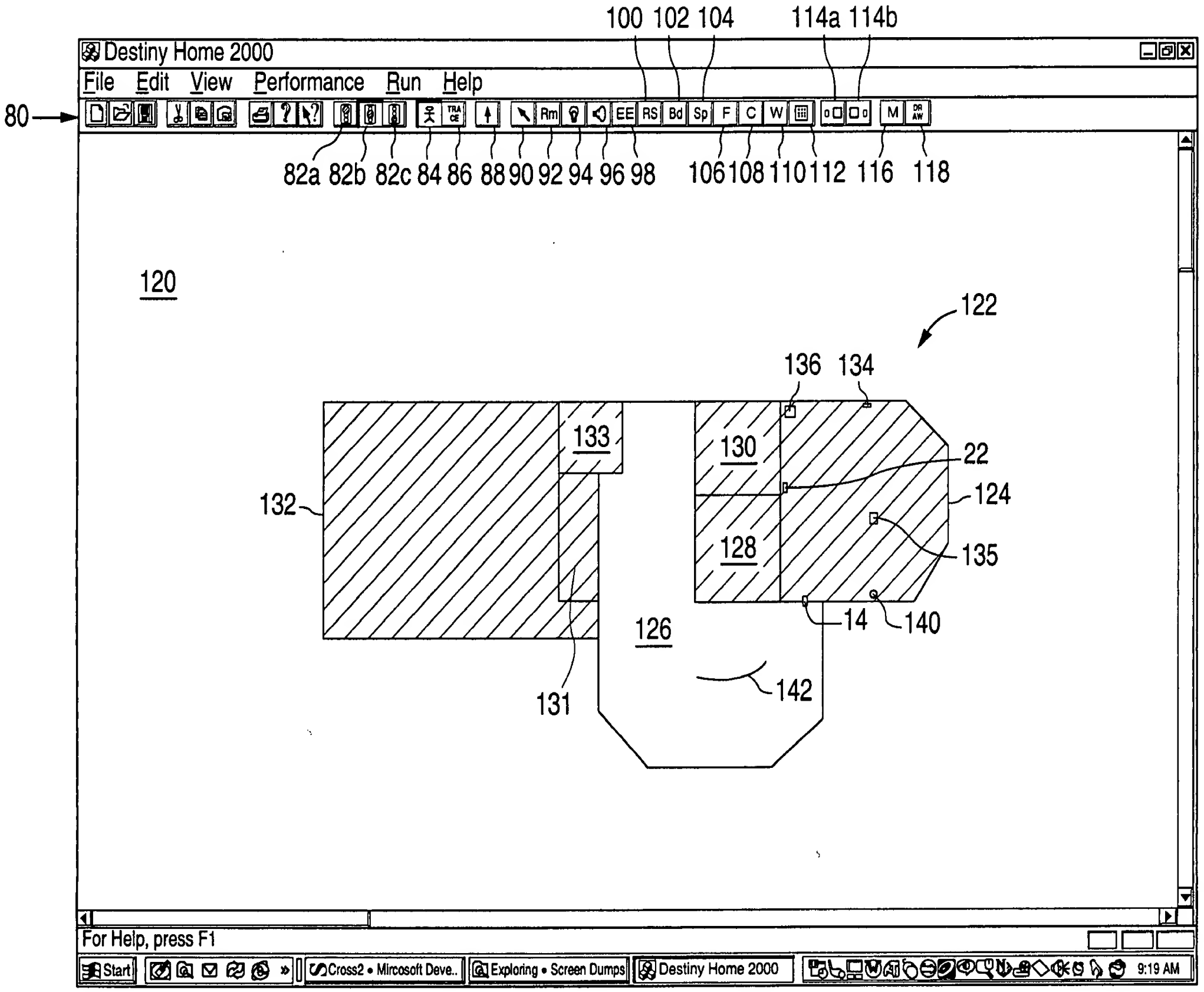
100 102 104
114a 114b
Destiny Home 2000
File Edit View Performance Run Help
80
82a 82b 82c 84 86 88 90 92 94 96 98
106 108 110 112 116 118
120
122
136 134
133
130
22
124
132
128
135
126
14
140
131
142
For Help, press F1
Start
Cross2 • Mircosoft Deve..
Exploring • Screen Dumps
Destiny Home 2000
9:19 AM

FIG. 11A

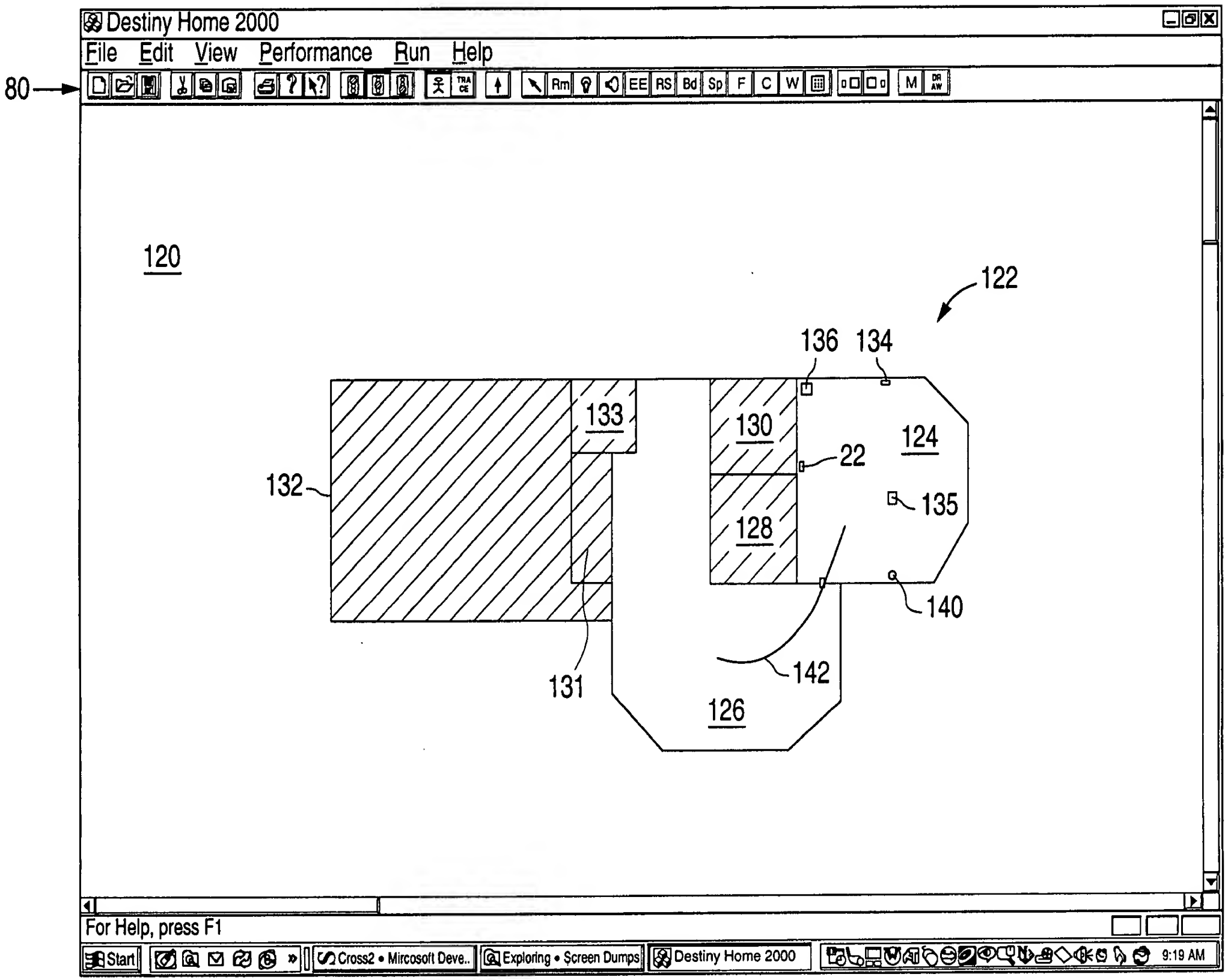
Destiny Home 2000
File Edit View Performance Run Help
80
120
122
136
134
133
130
124
22
132
135
128
140
142
131
126
For Help, press F1
Start
Cross2 • Mircosoft Deve..
Exploring • Screen Dumps
Destiny Home 2000
9:19 AM

FIG. 11B

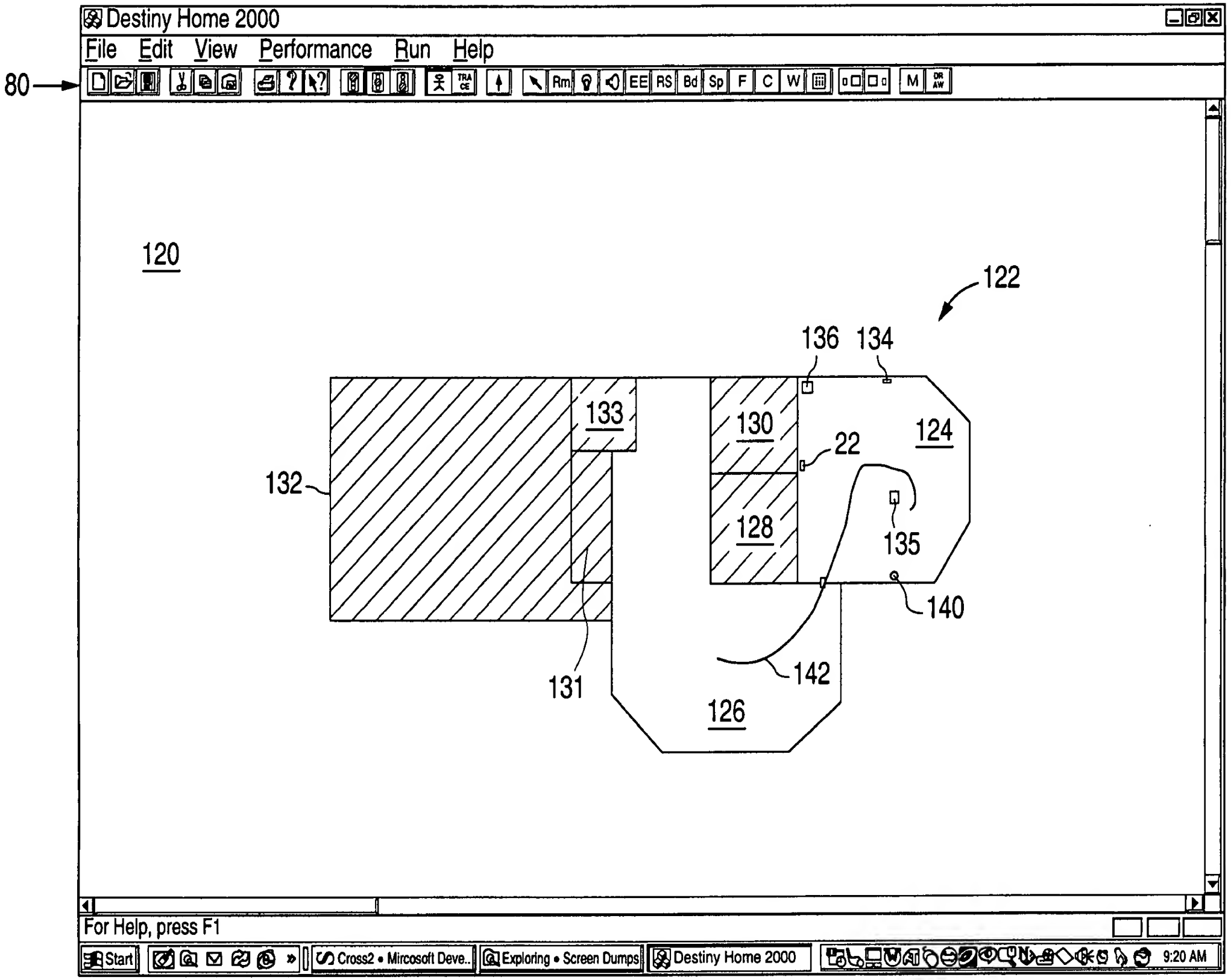
Destiny Home 2000
File Edit View Performance Run Help
80
120
122
136
134
133
130
124
22
132
128
135
140
142
131
126
For Help, press F1
Start
Cross2 • Mircosoft Deve..
Exploring • Screen Dumps
Destiny Home 2000
9:20 AM

FIG. 11C

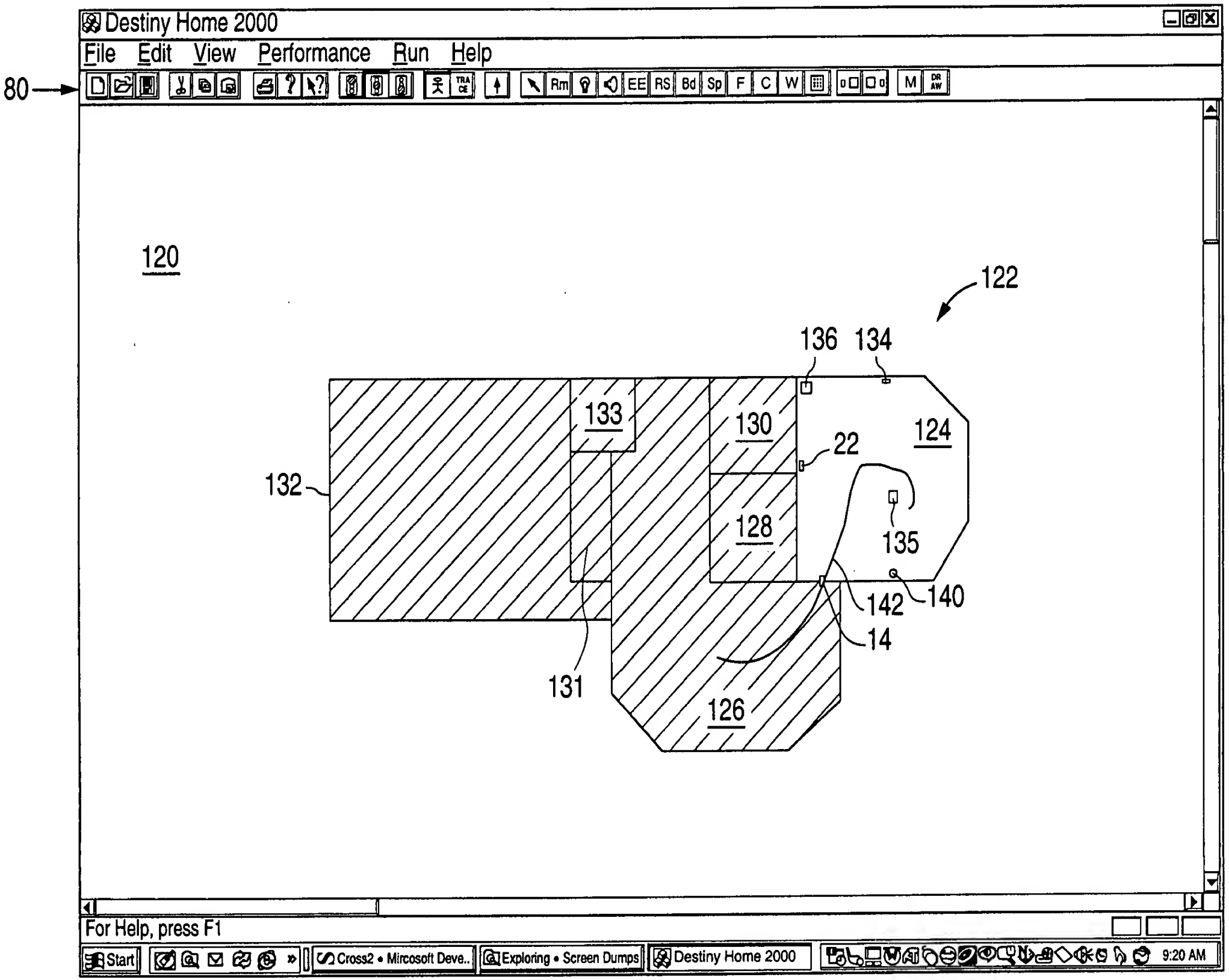
Destiny Home 2000
File Edit View Performance Run Help
80
120
122
136
134
133
130
124
22
132
128
135
142
140
14
131
126
For Help, press F1
Start
Cross2 • Mircosoft Deve..
Exploring • Screen Dumps
Destiny Home 2000
9:20 AM

FIG. 11D

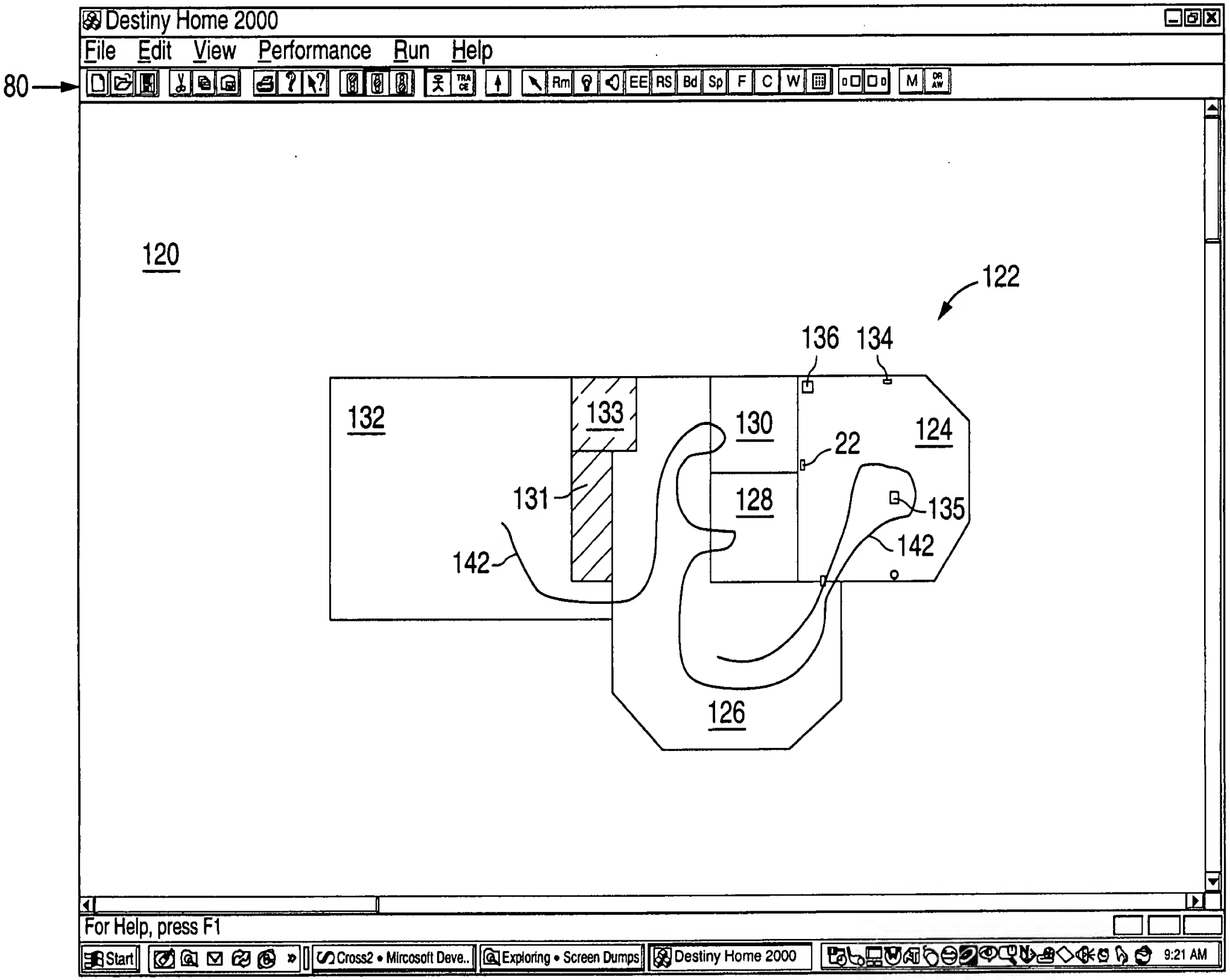
Destiny Home 2000
File Edit View Performance Run Help
80
120
122
136
134
132
133
130
124
22
131
128
135
142
142
126
For Help, press F1
Start
Cross2 • Mircosoft Deve..
Exploring • Screen Dumps
Destiny Home 2000
9:21 AM

FIG. 11E

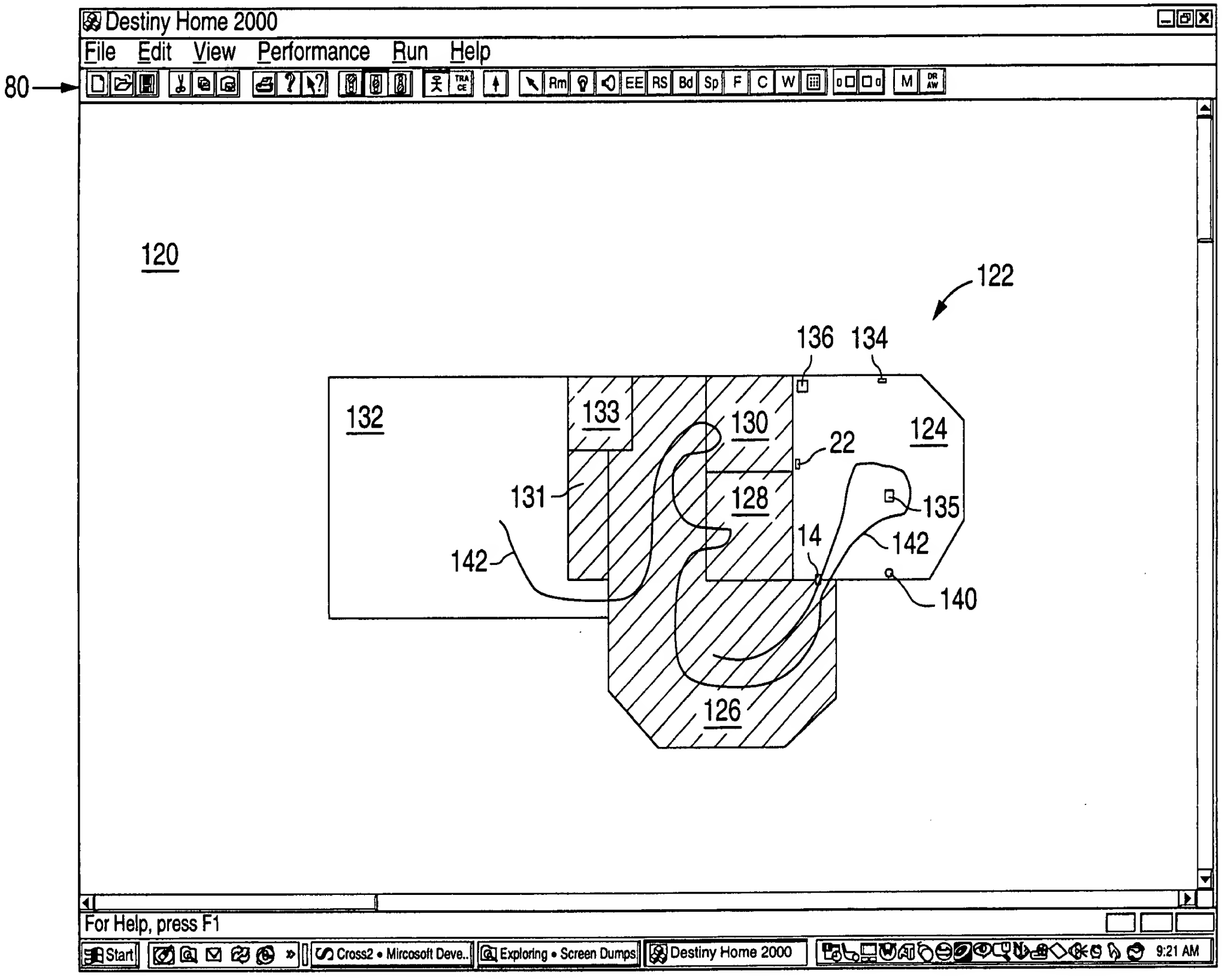
Destiny Home 2000
File Edit View Performance Run Help
80
120
122
136
134
132
133
130
124
22
131
128
135
14
142
142
140
126
For Help, press F1
Start
Cross2 • Mircosoft Deve..
Exploring • Screen Dumps
Destiny Home 2000
9:21 AM

FIG. 11F

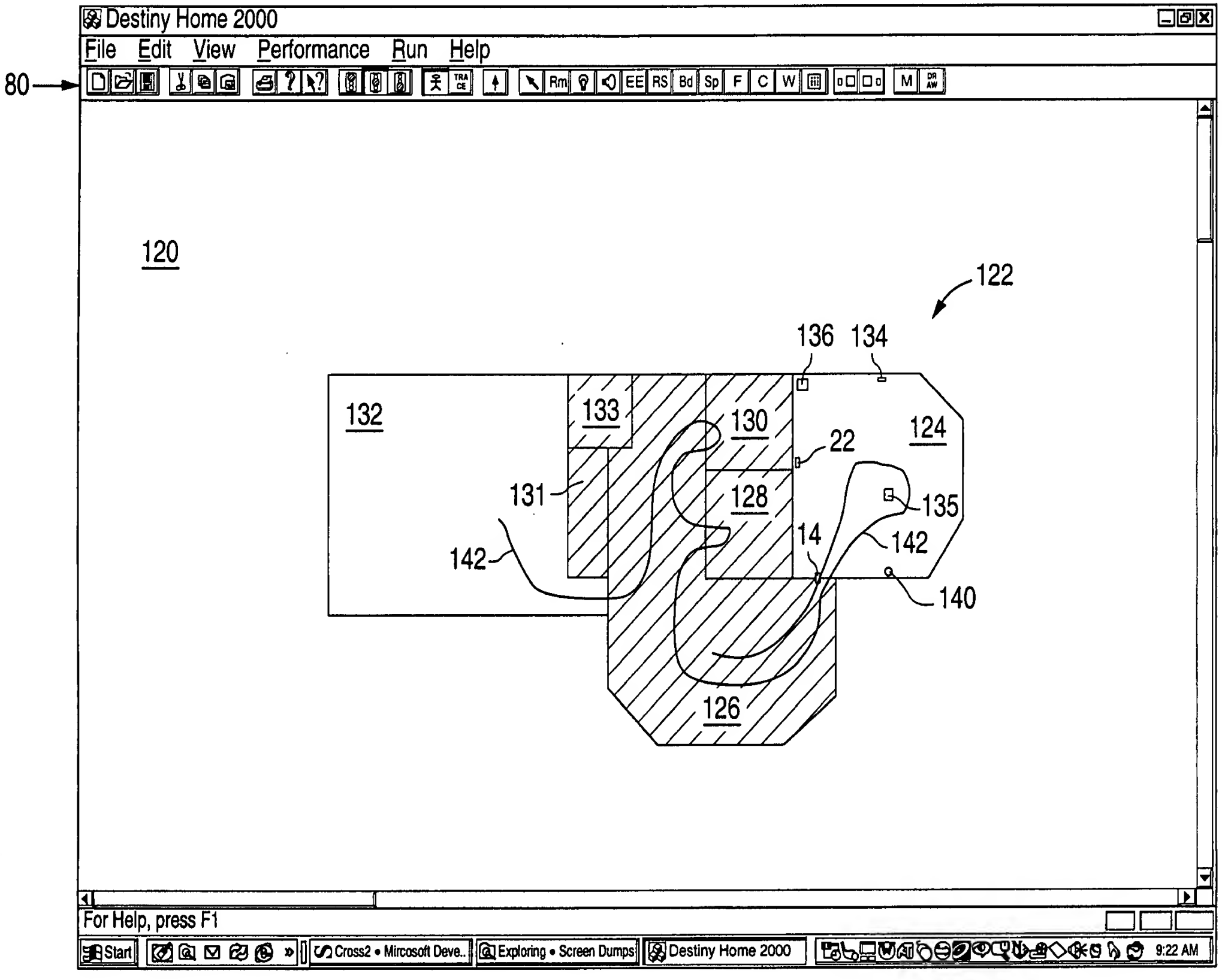
Destiny Home 2000
File Edit View Performance Run Help
80
120
122
136
134
132
133
130
124
22
131
128
135
14
142
142
140
126
For Help, press F1
Start
Cross2 • Mircosoft Deve..
Exploring • Screen Dumps
Destiny Home 2000
9:22 AM

FIG. 11G

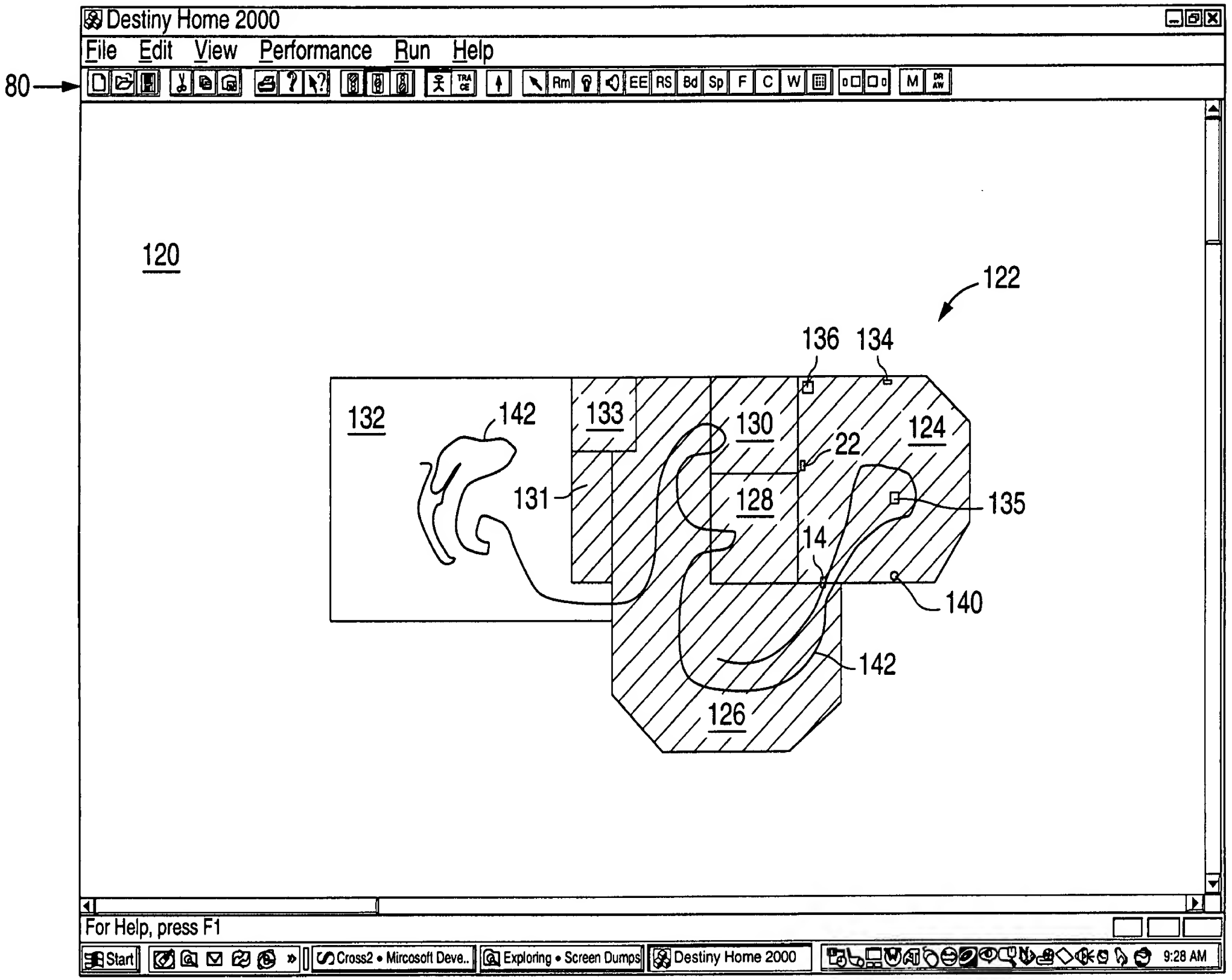
Destiny Home 2000
File Edit View Performance Run Help
80
120
122
136
134
132
142
133
130
124
22
131
128
135
14
140
142
126
For Help, press F1
Start
Cross2 • Mircosoft Deve..
Exploring • Screen Dumps
Destiny Home 2000
9:28 AM

FIG. 11H

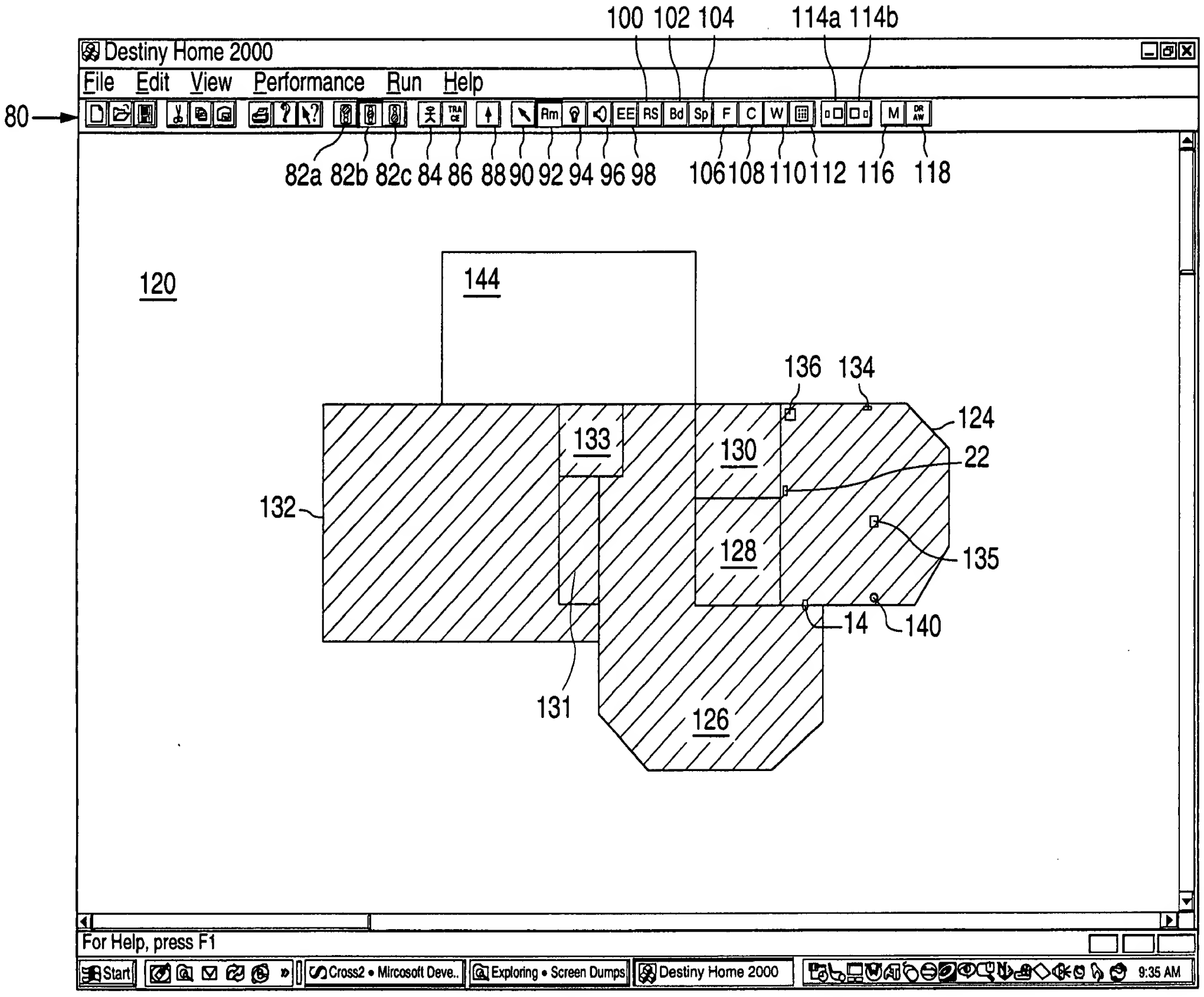
100 102 104
114a 114b
Destiny Home 2000
File Edit View Performance Run Help
80
82a 82b 82c 84 86 88 90 92 94 96 98 106 108 110 112 116 118
120
144
136 134
124
133
130
22
132
128
135
14
140
131
126
For Help, press F1
Start
Cross2 • Mircosoft Deve..
Exploring • Screen Dumps
Destiny Home 2000
9:35 AM

FIG. 12A

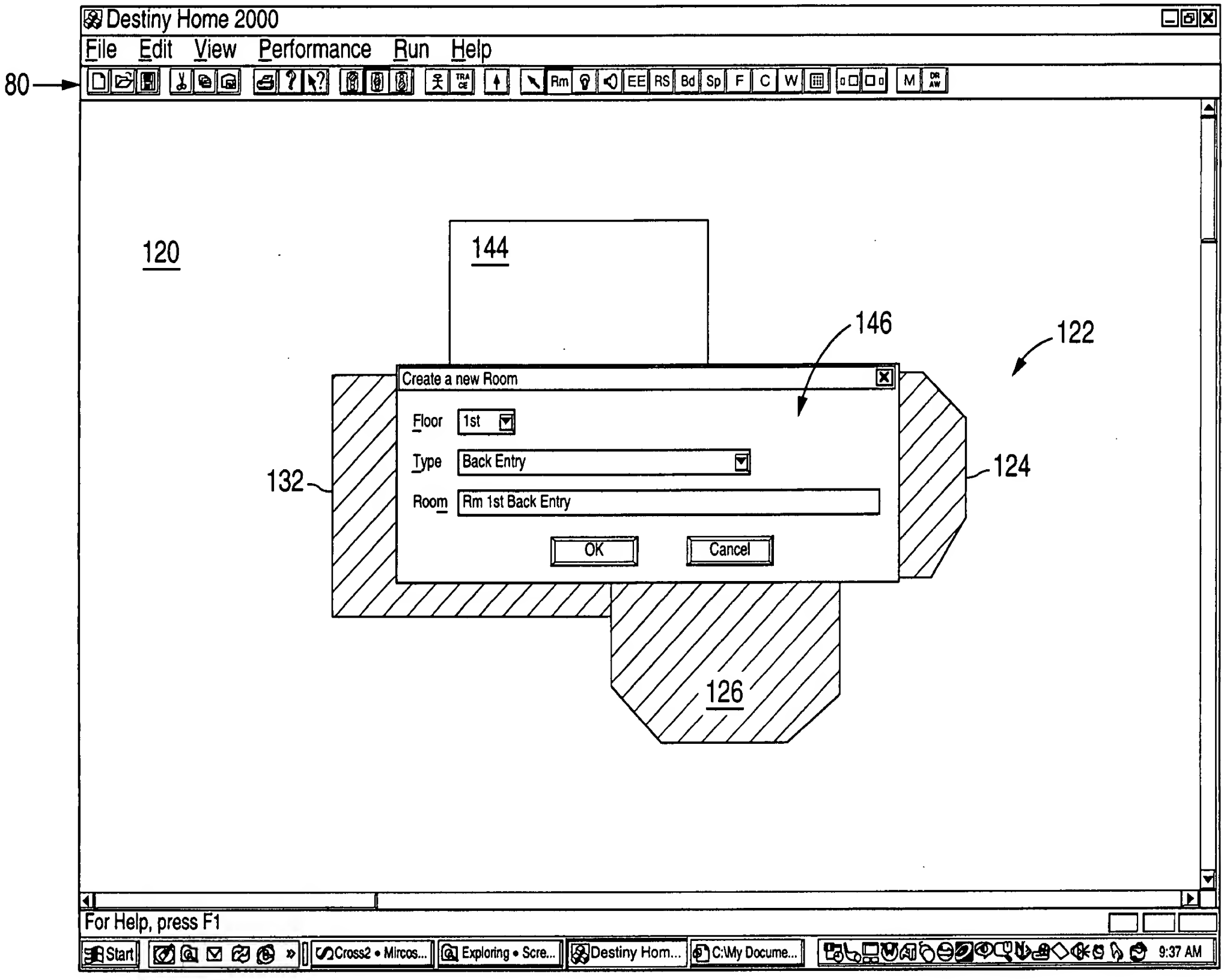
Destiny Home 2000
File Edit View Performance Run Help
80
120
144
146
122
Create a new Room
Floor 1st
Type Back Entry
Room Rm 1st Back Entry
OK
Cancel
132
124
126
For Help, press F1
Start
Cross2 • Mircos...
Exploring • Scre...
Destiny Hom...
C:\My Docume...
9:37 AM

FIG. 12B

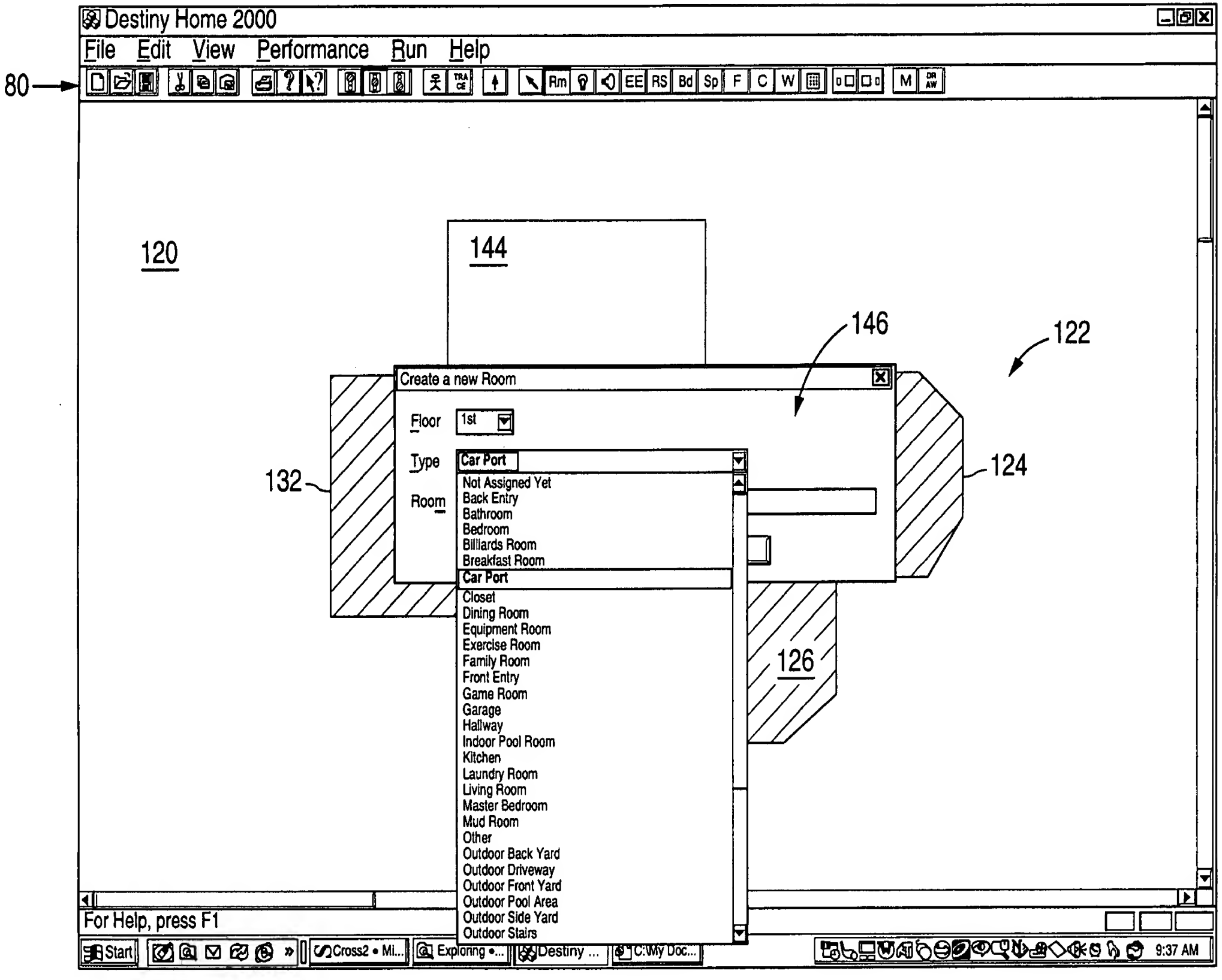
Destiny Home 2000
File Edit View Performance Run Help
80
120
144
146
122
Create a new Room
Floor
1st
Type
Car Port
Room
132
124
126
Not Assigned Yet
Back Entry
Bathroom
Bedroom
Billiards Room
Breakfast Room
Car Port
Closet
Dining Room
Equipment Room
Exercise Room
Family Room
Front Entry
Game Room
Garage
Hallway
Indoor Pool Room
Kitchen
Laundry Room
Living Room
Master Bedroom
Mud Room
Other
Outdoor Back Yard
Outdoor Driveway
Outdoor Front Yard
Outdoor Pool Area
Outdoor Side Yard
Outdoor Stairs
For Help, press F1
Start
Cross2 • Mi...
Exploring •...
Destiny ...
C:\My Doc...
9:37 AM

FIG. 12C

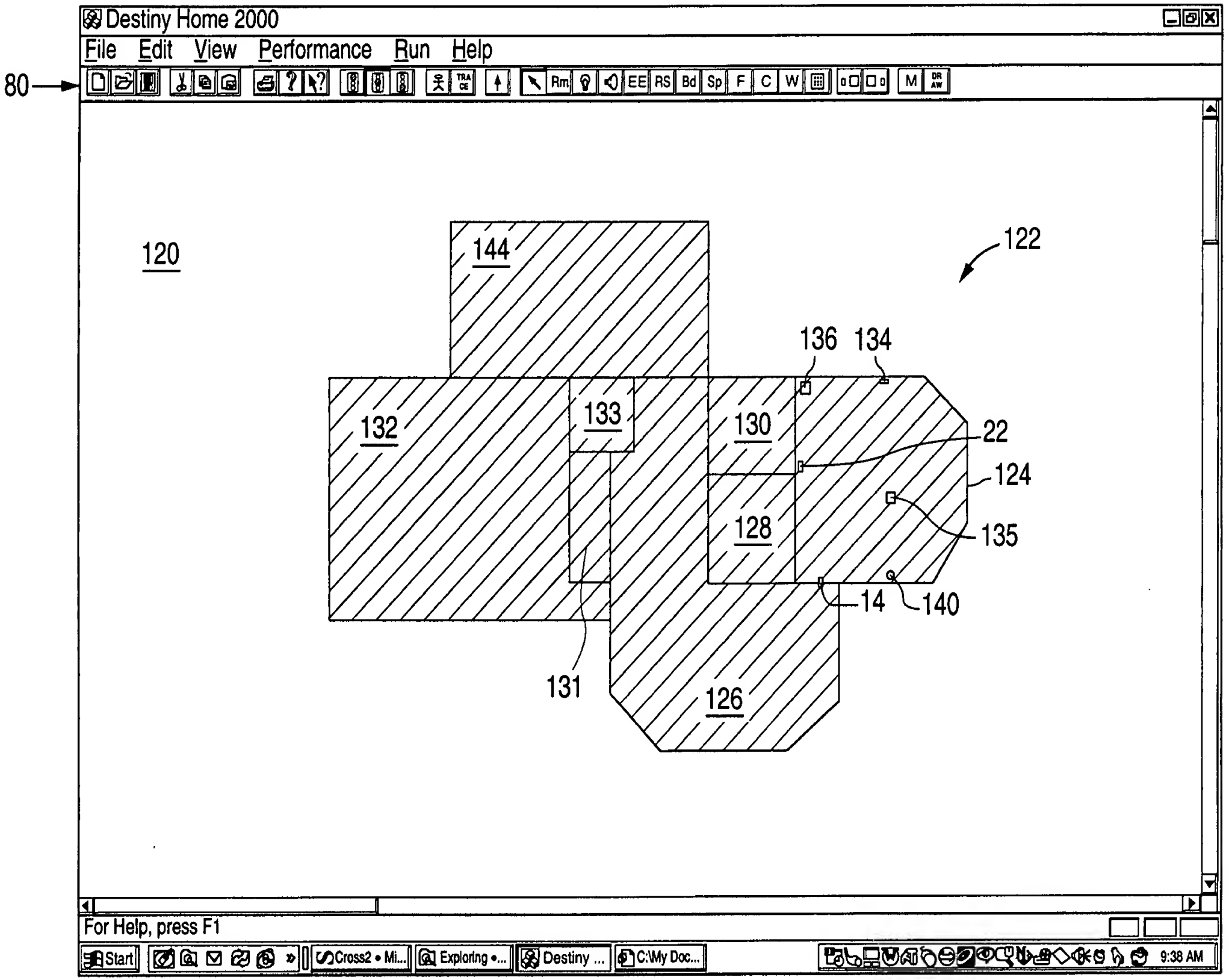
Destiny Home 2000
File Edit View Performance Run Help
80
120
144
122
136
134
132
133
130
22
124
128
135
14
140
131
126
For Help, press F1
Start
Cross2 • Mi...
Exploring •...
Destiny ...
C:\My Doc...
9:38 AM

FIG. 12D

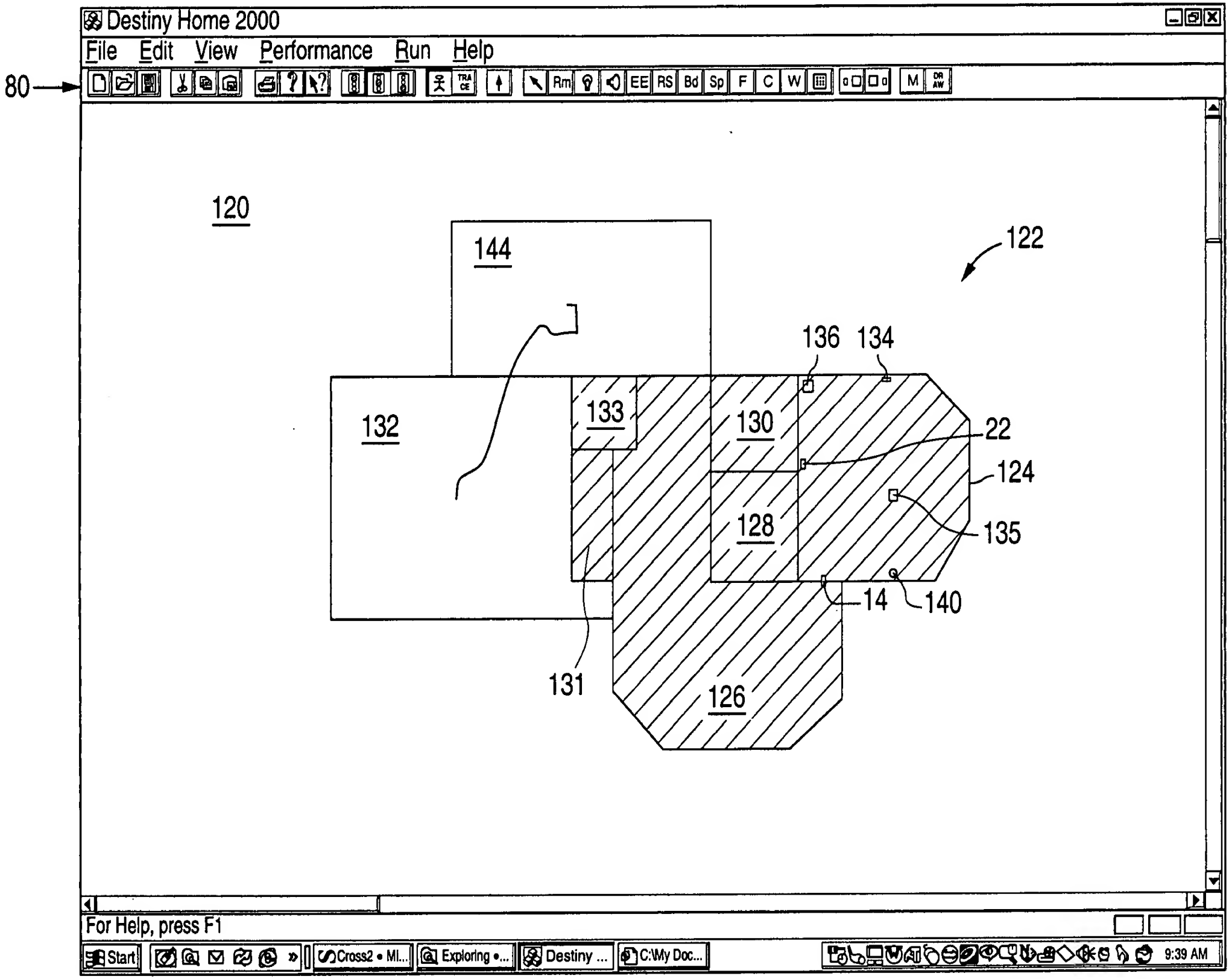
Destiny Home 2000
File Edit View Performance Run Help
80
120
144
122
136
134
132
133
130
22
124
128
135
14
140
131
126
For Help, press F1
Start
Cross2 • MI...
Exploring •...
Destiny ...
C:\My Doc...
9:39 AM

FIG. 12E

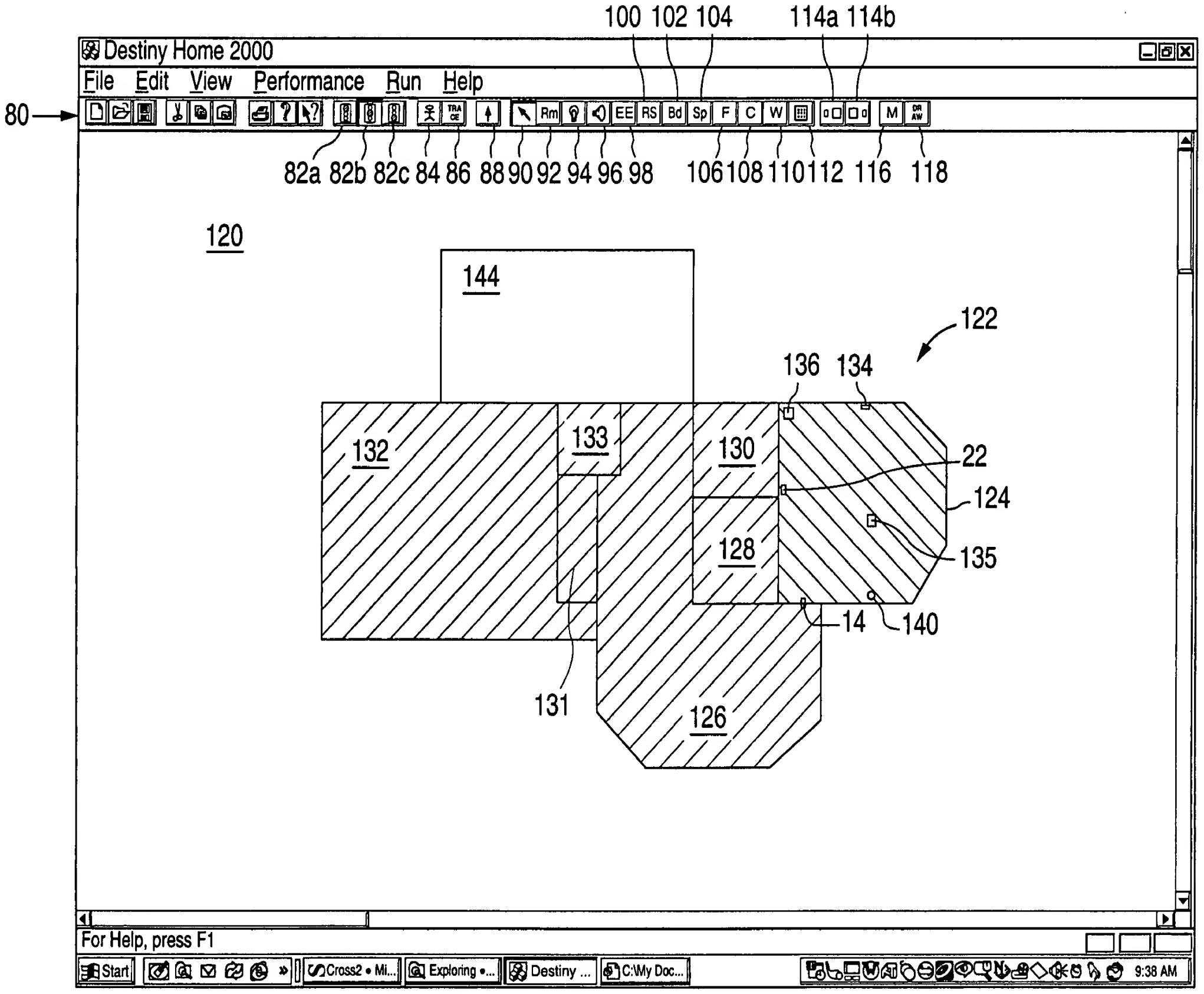
Destiny Home 2000
File Edit View Performance Run Help
80
100 102 104 114a 114b
82a 82b 82c 84 86 88 90 92 94 96 98 106 108 110 112 116 118
120
144
122
136 134
132
133
130
22
124
128
135
14
140
131
126
For Help, press F1
Start
Cross2 • Mi...
Exploring •...
Destiny ...
C:\My Doc...
9:38 AM

FIG. 13A

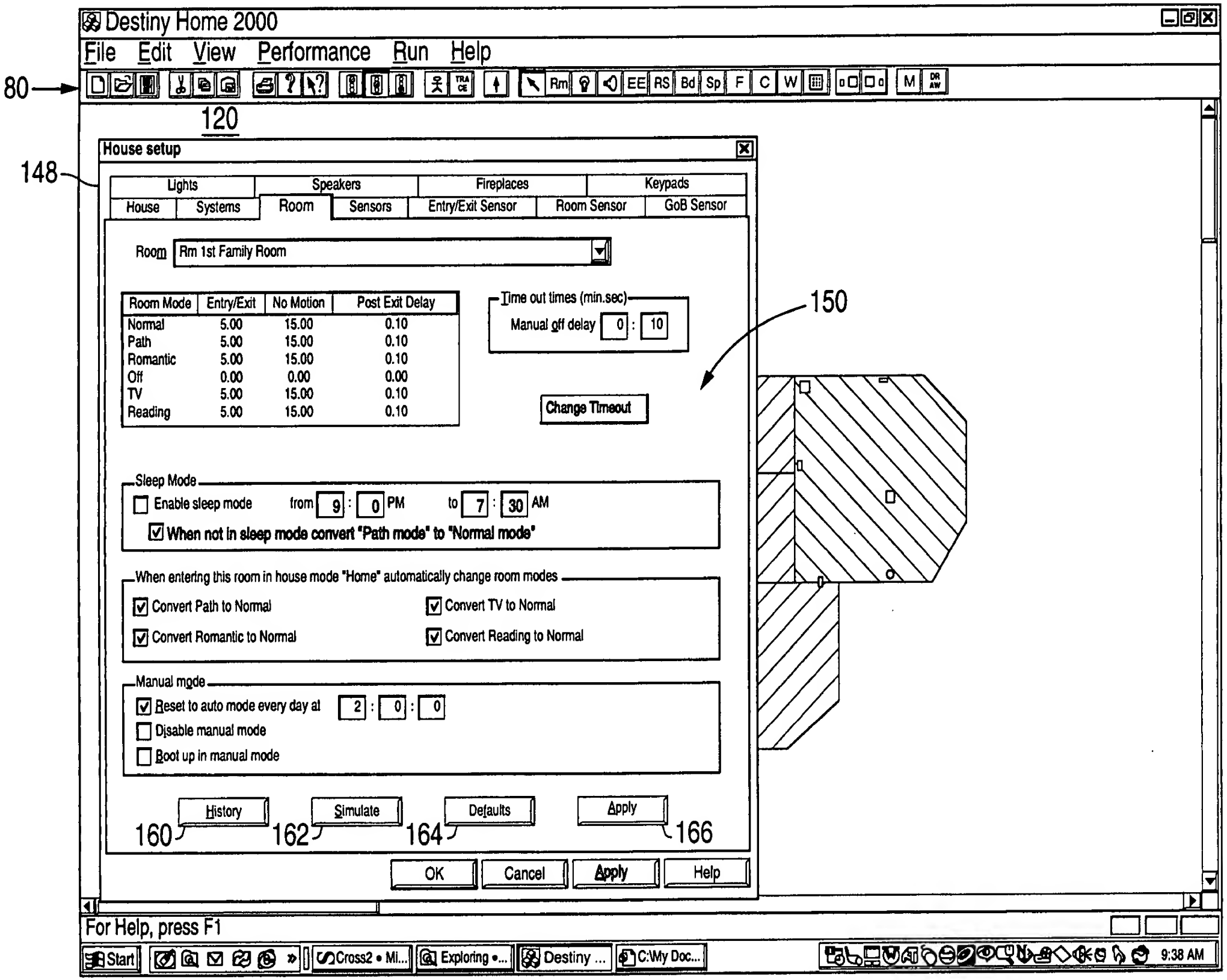
Destiny Home 2000
File Edit View Performance Run Help
80
120
House setup
148
Lights
Speakers
Fireplaces
Keypads
House
Systems
Room
Sensors
Entry/Exit Sensor
Room Sensor
GoB Sensor
Room
Rm 1st Family Room
Room Mode | Entry/Exit | No Motion | Post Exit Delay
Normal 5.00 15.00 0.10
Path 5.00 15.00 0.10
Romantic 5.00 15.00 0.10
Off 0.00 0.00 0.00
TV 5.00 15.00 0.10
Reading 5.00 15.00 0.10
Time out times (min.sec)
Manual off delay 0 : 10
Change Timeout
150
Sleep Mode
Enable sleep mode from 9 : 0 PM to 7 : 30 AM
When not in sleep mode convert "Path mode" to "Normal mode"
When entering this room in house mode "Home" automatically change room modes
Convert Path to Normal
Convert TV to Normal
Convert Romantic to Normal
Convert Reading to Normal
Manual mode
Reset to auto mode every day at 2 : 0 : 0
Disable manual mode
Boot up in manual mode
History
Simulate
Defaults
Apply
160
162
164
166
OK
Cancel
Apply
Help
For Help, press F1
Start
Cross2 • Mi...
Exploring •...
Destiny ...
C:\My Doc...
9:38 AM

FIG. 13B

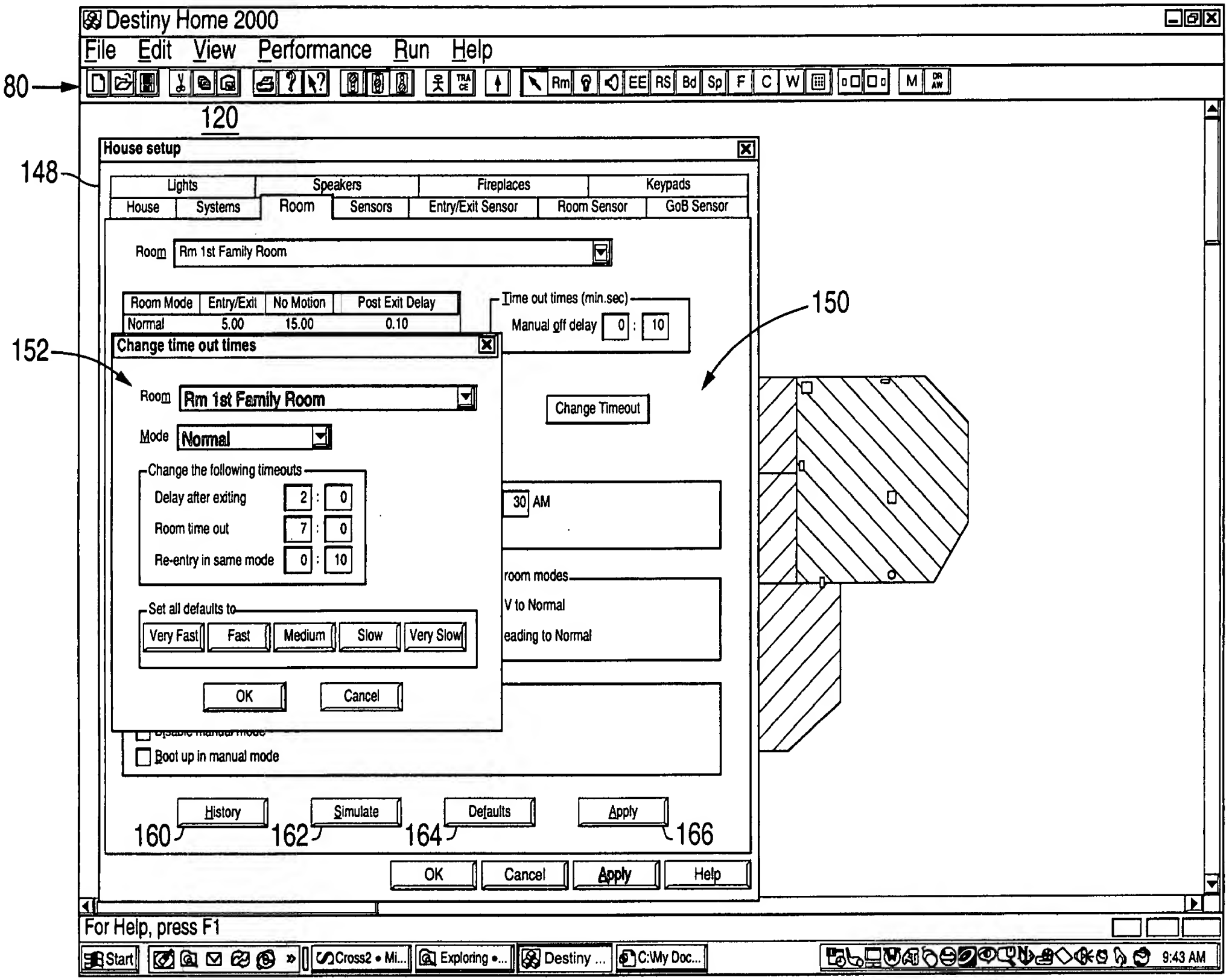
Destiny Home 2000
File Edit View Performance Run Help
80
120
House setup
148
Lights
Speakers
Fireplaces
Keypads
House
Systems
Room
Sensors
Entry/Exit Sensor
Room Sensor
GoB Sensor
Room
Rm 1st Family Room
Room Mode
Entry/Exit
No Motion
Post Exit Delay
Normal
5.00
15.00
0.10
Time out times (min.sec)
Manual off delay
0
10
150
152
Change time out times
Room
Rm 1st Family Room
Mode
Normal
Change the following timeouts
Delay after exiting
2
0
Room time out
7
0
Re-entry in same mode
0
10
Set all defaults to
Very Fast
Fast
Medium
Slow
Very Slow
OK
Cancel
Change Timeout
30 AM
room modes
V to Normal
eading to Normal
Boot up in manual mode
History
Simulate
Defaults
Apply
160
162
164
166
OK
Cancel
Apply
Help
For Help, press F1
Start
Cross2 • Mi...
Exploring •...
Destiny ...
C:\My Doc...
9:43 AM

FIG. 13C

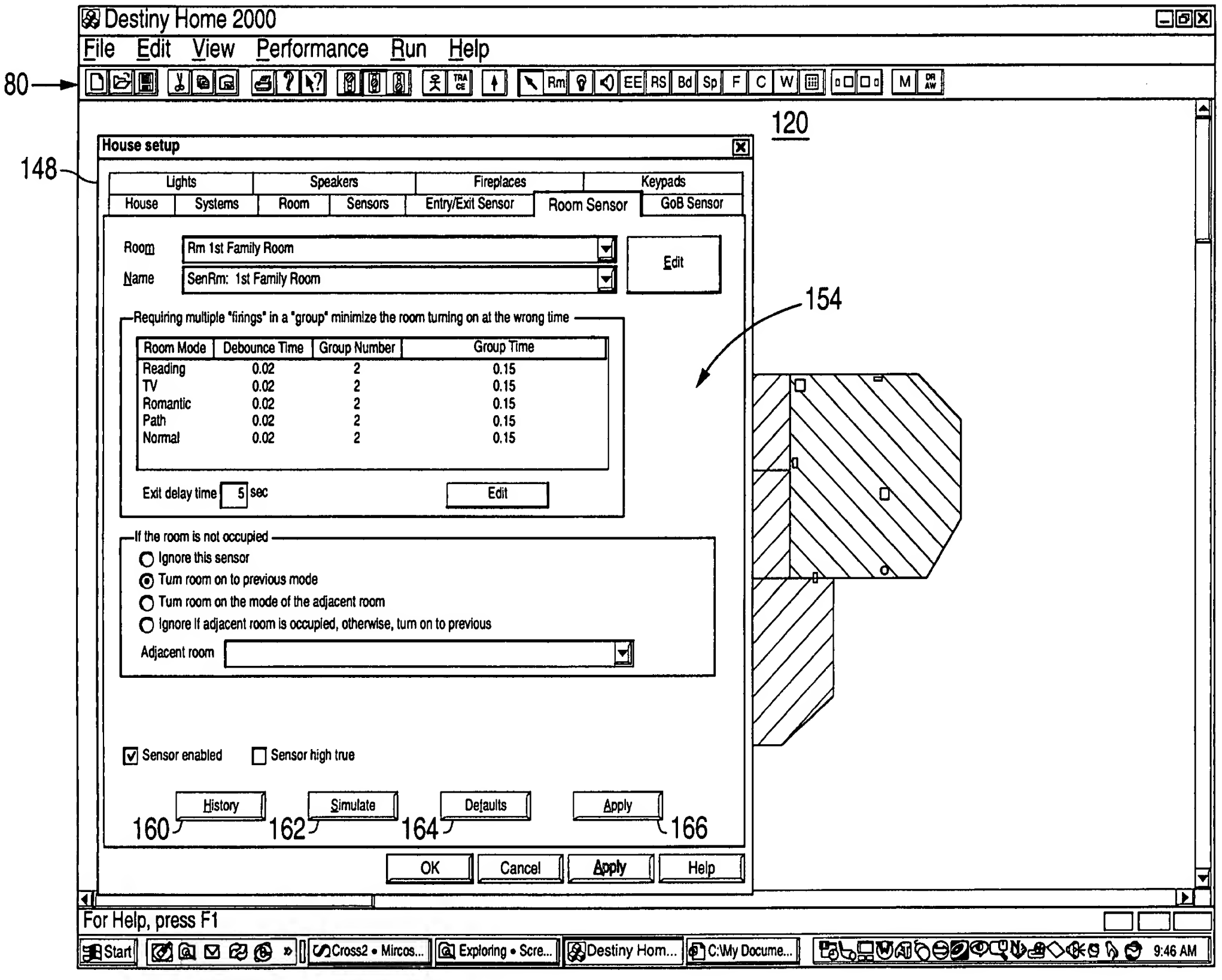
Destiny Home 2000
File Edit View Performance Run Help
80
120
House setup
148
Lights
Speakers
Fireplaces
Keypads
House
Systems
Room
Sensors
Entry/Exit Sensor
Room Sensor
GoB Sensor
Room
Rm 1st Family Room
Name
SenRm: 1st Family Room
Edit
154
Requiring multiple "firings" in a "group" minimize the room turning on at the wrong time
Room Mode
Debounce Time
Group Number
Group Time
Reading 0.02 2 0.15
TV 0.02 2 0.15
Romantic 0.02 2 0.15
Path 0.02 2 0.15
Normal 0.02 2 0.15
Exit delay time 5 sec
Edit
If the room is not occupied
Ignore this sensor
Turn room on to previous mode
Turn room on the mode of the adjacent room
Ignore if adjacent room is occupied, otherwise, turn on to previous
Adjacent room
Sensor enabled
Sensor high true
History
Simulate
Defaults
Apply
160
162
164
166
OK
Cancel
Apply
Help
For Help, press F1
Start
Cross2 • Mircos...
Exploring • Scre...
Destiny Hom...
C:\My Docume...
9:46 AM

FIG. 13D

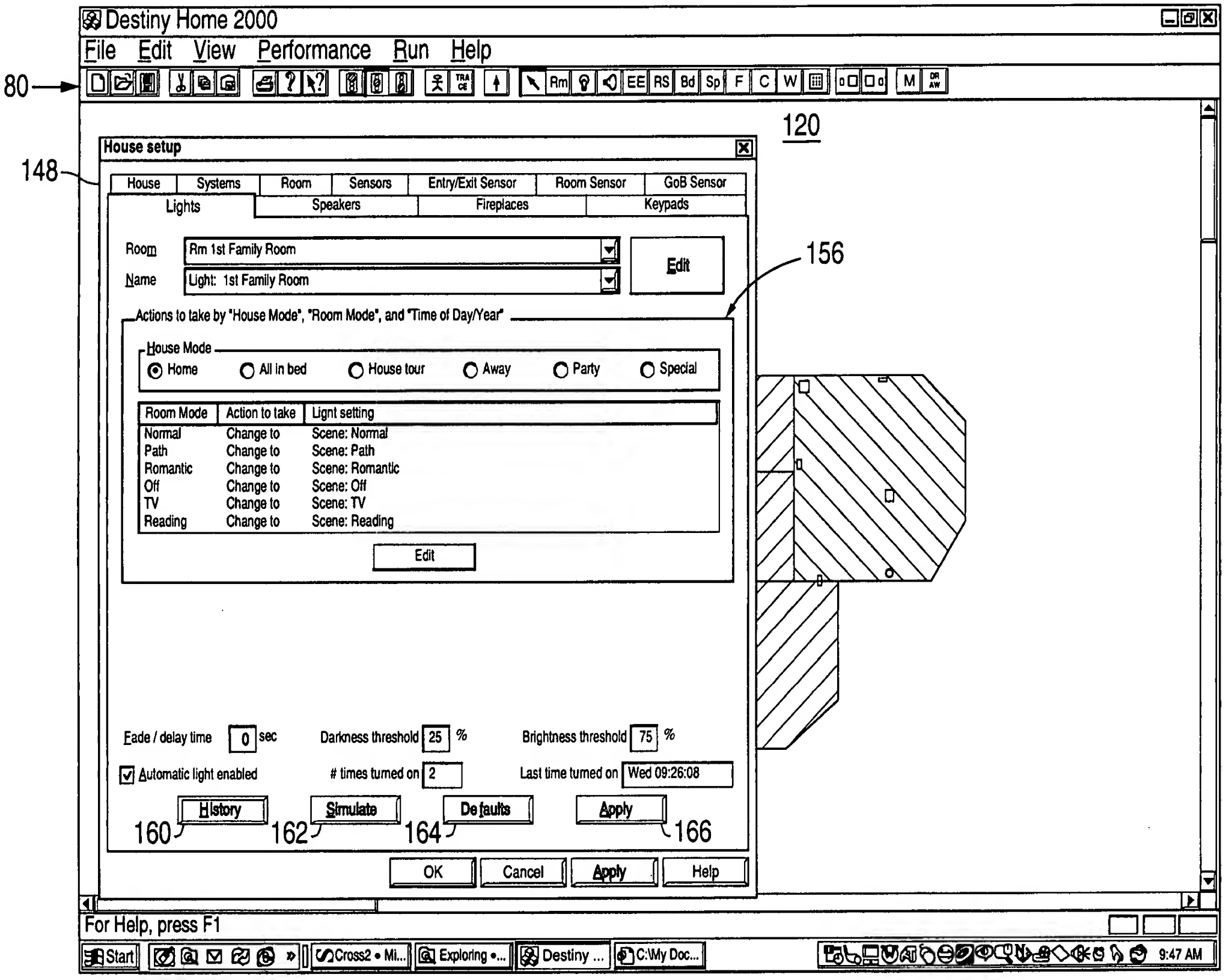
Destiny Home 2000
File Edit View Performance Run Help
80
120
House setup
148
House Systems Room Sensors Entry/Exit Sensor Room Sensor GoB Sensor
Lights Speakers Fireplaces Keypads
Room Rm 1st Family Room
Name Light: 1st Family Room
Edit
156
Actions to take by "House Mode", "Room Mode", and "Time of Day/Year"
House Mode
Home All in bed House tour Away Party Special
Room Mode | Action to take | Light setting
Normal Change to Scene: Normal
Path Change to Scene: Path
Romantic Change to Scene: Romantic
Off Change to Scene: Off
TV Change to Scene: TV
Reading Change to Scene: Reading
Edit
Fade / delay time 0 sec
Darkness threshold 25 %
Brightness threshold 75 %
Automatic light enabled
times turned on 2
Last time turned on Wed 09:26:08
History Simulate Defaults Apply
160 162 164 166
OK Cancel Apply Help
For Help, press F1
Start
Cross2 • Mi...
Exploring •...
Destiny ...
C:\My Doc...
9:47 AM

FIG. 13E

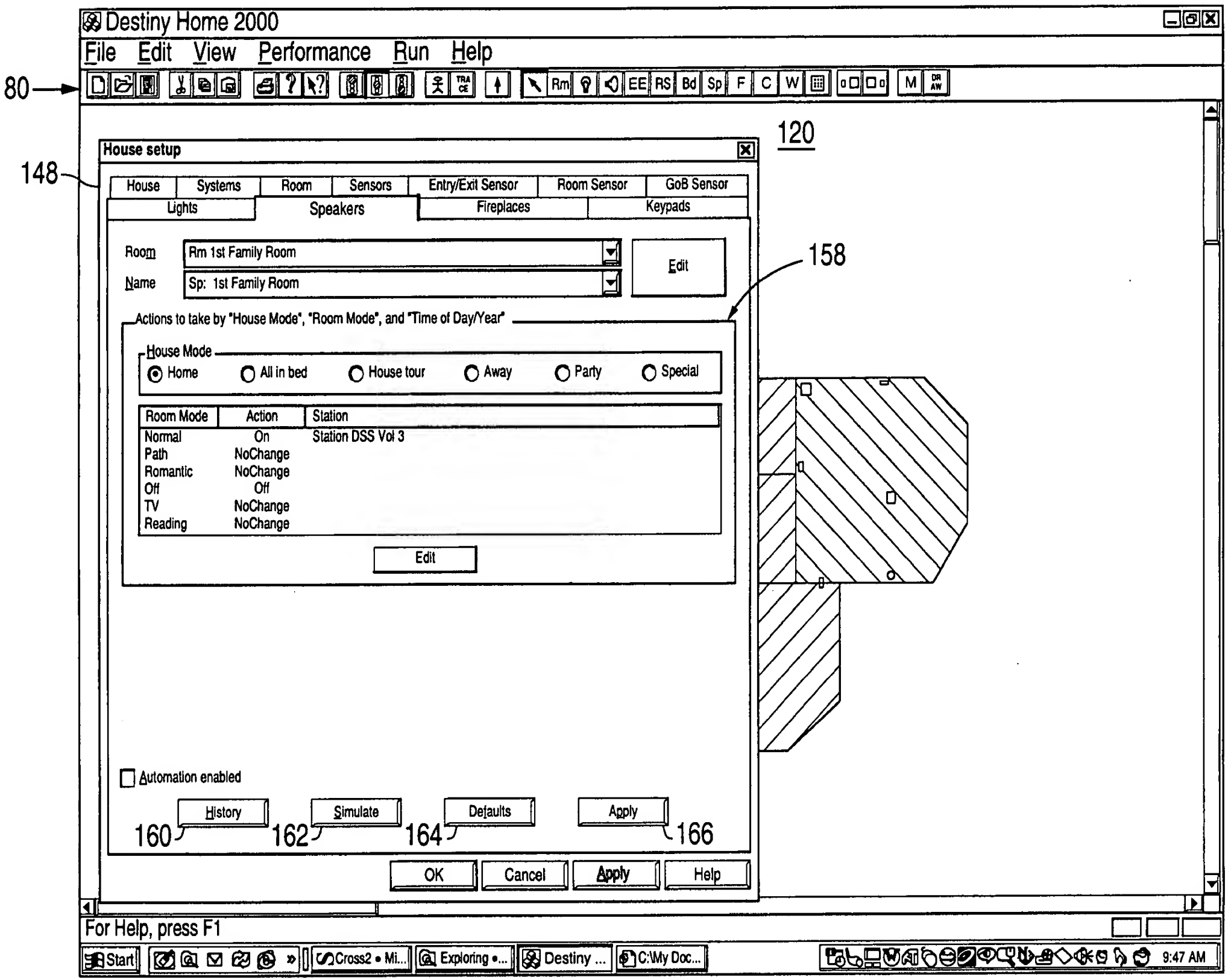
Destiny Home 2000
File Edit View Performance Run Help
80
120
148
158
House setup
House Systems Room Sensors Entry/Exit Sensor Room Sensor GoB Sensor
Lights Speakers Fireplaces Keypads
Room Rm 1st Family Room
Name Sp: 1st Family Room
Edit
Actions to take by "House Mode", "Room Mode", and "Time of Day/Year"
House Mode
Home All in bed House tour Away Party Special
Room Mode Action Station
Normal On Station DSS Vol 3
Path NoChange
Romantic NoChange
Off Off
TV NoChange
Reading NoChange
Edit
Automation enabled
History Simulate Defaults Apply
160 162 164 166
OK Cancel Apply Help
For Help, press F1
Start
Cross2 • Mi...
Exploring •...
Destiny ...
C:\My Doc...
9:47 AM

FIG. 13F

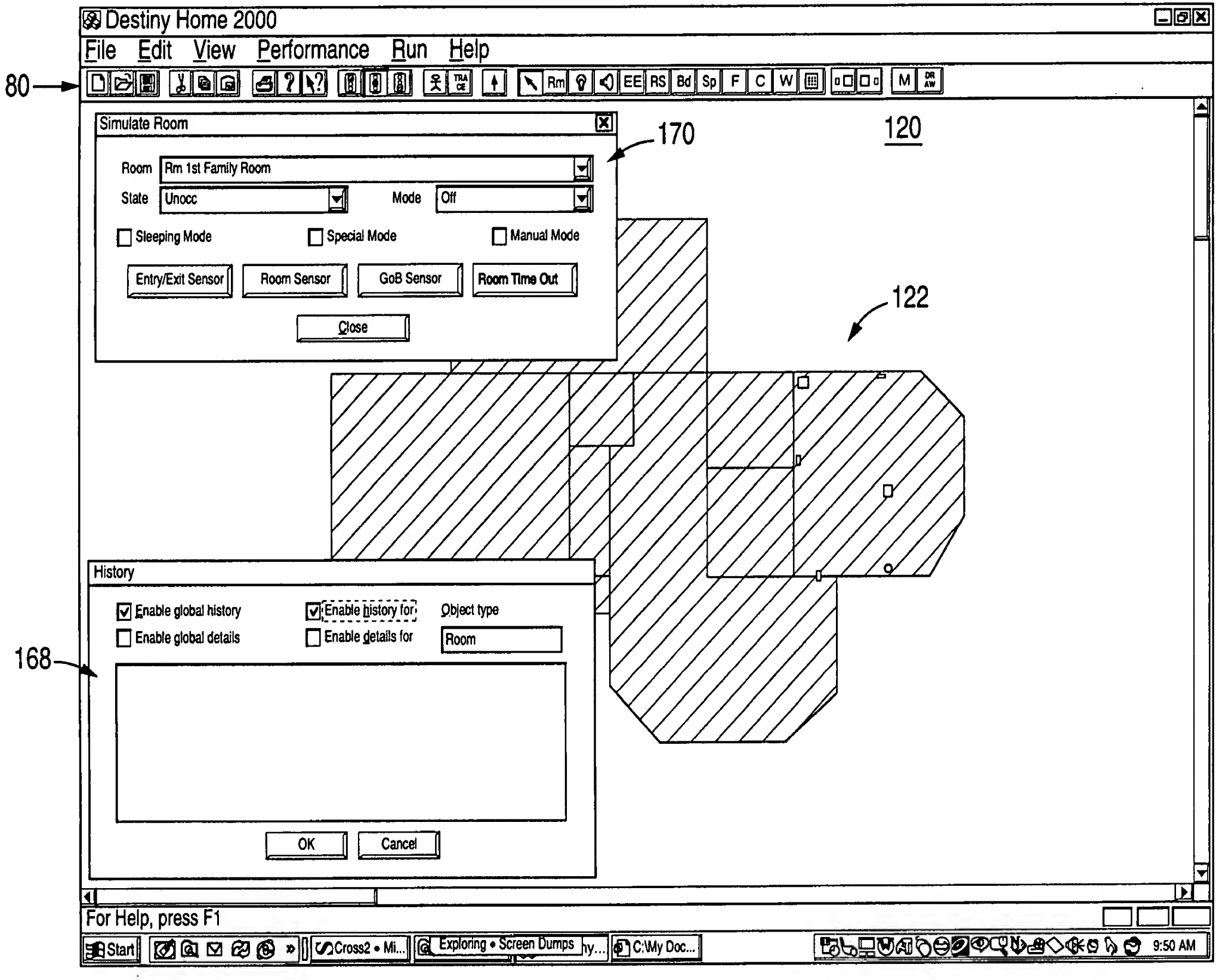
Destiny Home 2000
File Edit View Performance Run Help
80
Simulate Room
170
120
Room
Rm 1st Family Room
State
Unocc
Mode
Off
Sleeping Mode
Special Mode
Manual Mode
Entry/Exit Sensor
Room Sensor
GoB Sensor
Room Time Out
Close
122
History
Enable global history
Enable history for
Object type
Enable global details
Enable details for
Room
168
OK
Cancel
For Help, press F1
Start
Cross2 • Mi...
Exploring • Screen Dumps
C:\My Doc...
9:50 AM

FIG. 14A

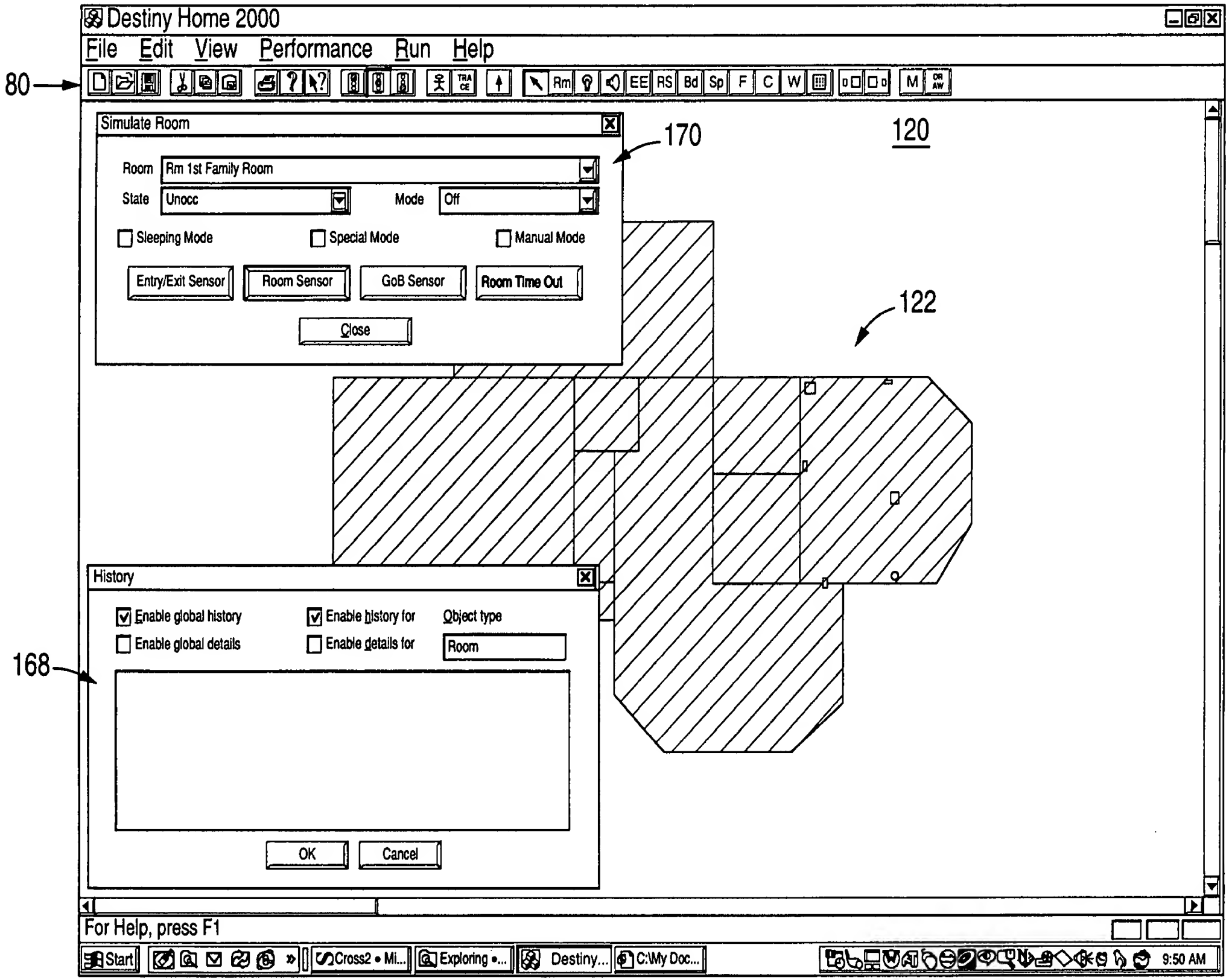
Destiny Home 2000
File Edit View Performance Run Help
80
Simulate Room
170
120
Room
Rm 1st Family Room
State
Unocc
Mode
Off
Sleeping Mode
Special Mode
Manual Mode
Entry/Exit Sensor
Room Sensor
GoB Sensor
Room Time Out
Close
122
History
Enable global history
Enable history for
Object type
Enable global details
Enable details for
Room
168
OK
Cancel
For Help, press F1
Start
Cross2 • Mi...
Exploring •...
Destiny...
C:\My Doc...
9:50 AM

FIG. 14B

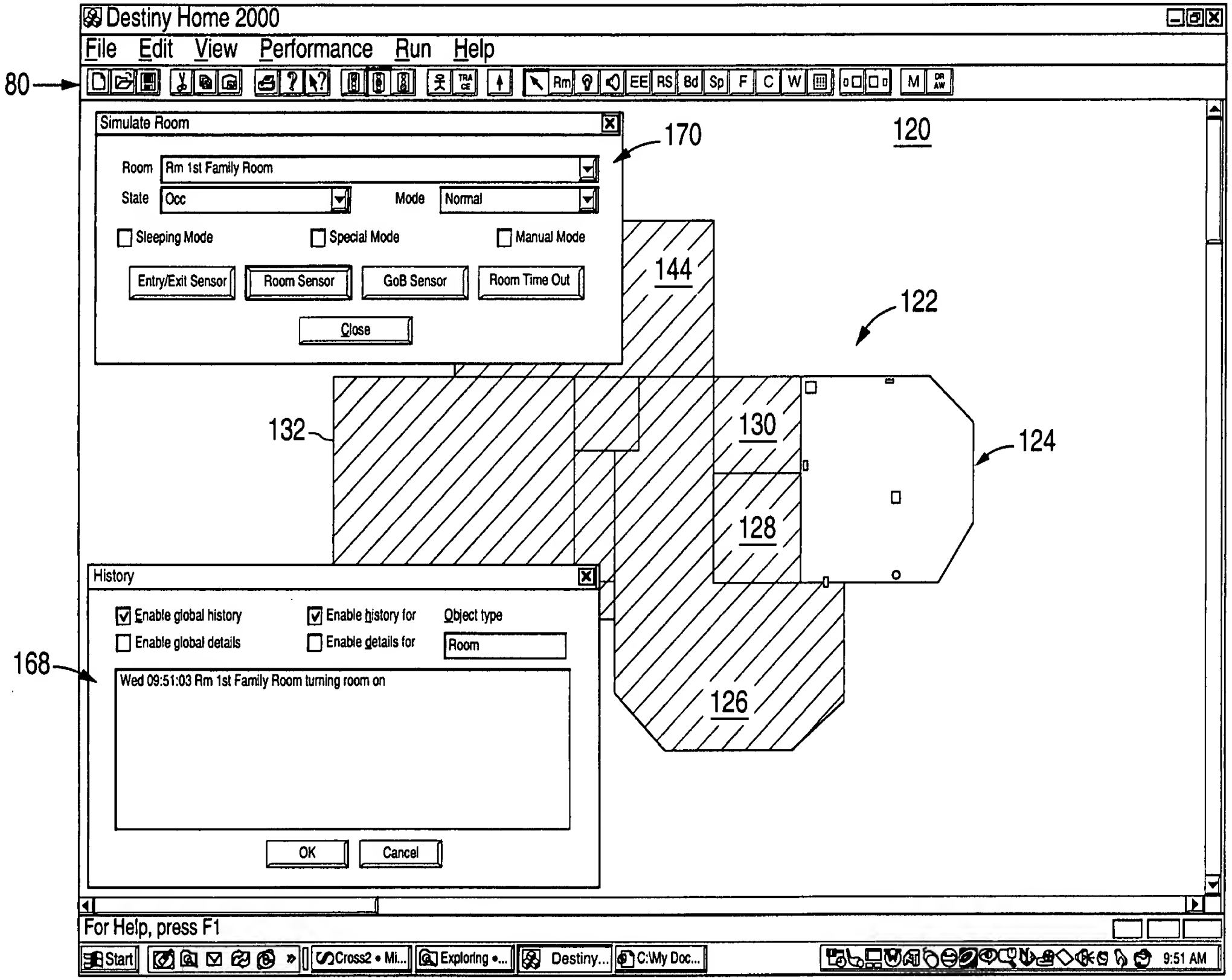
Destiny Home 2000
File Edit View Performance Run Help
80
Simulate Room
170
120
Room
Rm 1st Family Room
State
Occ
Mode
Normal
Sleeping Mode
Special Mode
Manual Mode
Entry/Exit Sensor
Room Sensor
GoB Sensor
Room Time Out
Close
144
122
132
130
124
128
126
History
Enable global history
Enable history for
Object type
Enable global details
Enable details for
Room
168
Wed 09:51:03 Rm 1st Family Room turning room on
OK
Cancel
For Help, press F1
Start
Cross2 • Mi...
Exploring •...
Destiny...
C:\My Doc...
9:51 AM

FIG. 14C

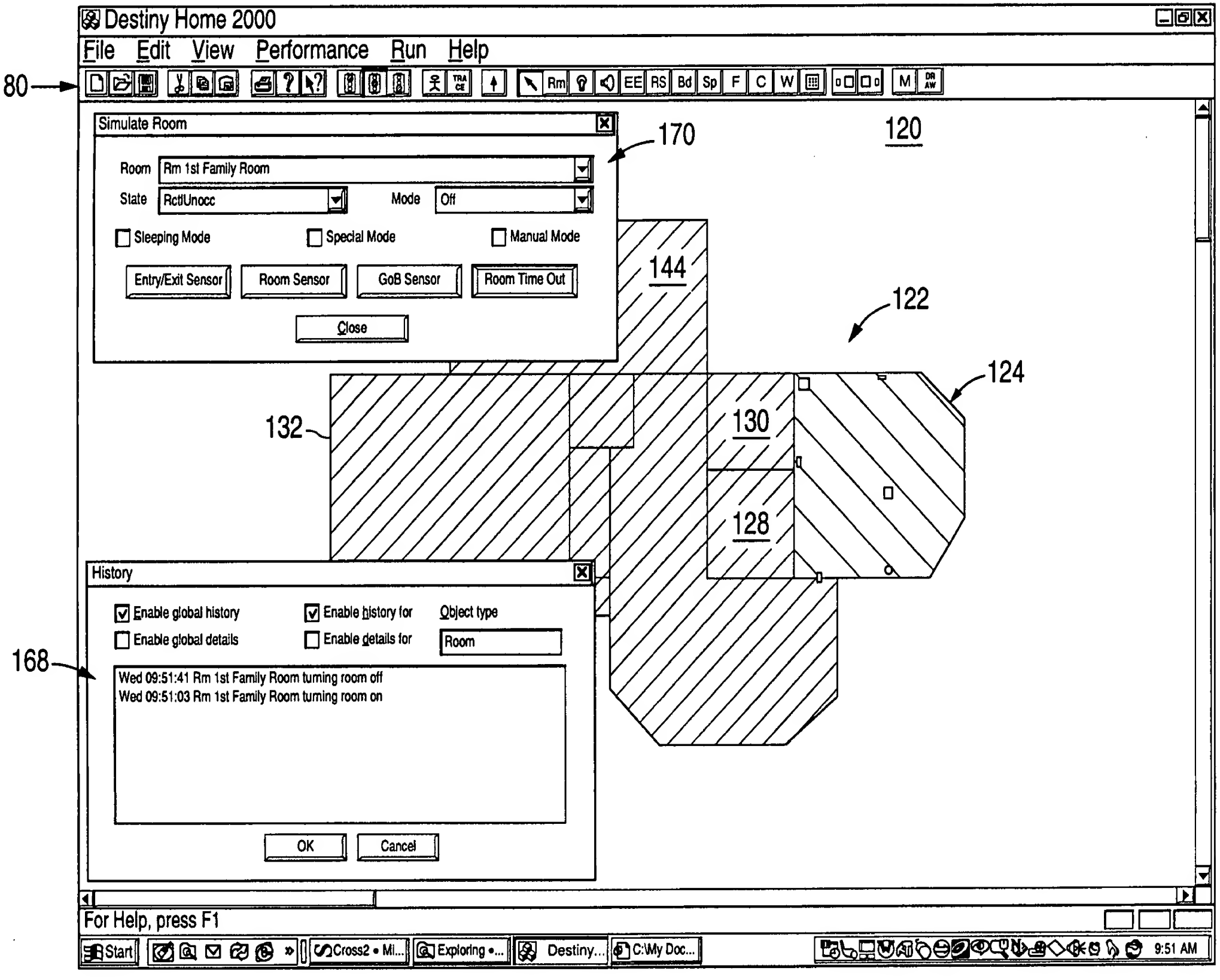
Destiny Home 2000
File Edit View Performance Run Help
80
Simulate Room
170
120
Room Rm 1st Family Room
State RctlUnocc
Mode Off
Sleeping Mode
Special Mode
Manual Mode
Entry/Exit Sensor
Room Sensor
GoB Sensor
Room Time Out
Close
144
122
124
132
130
128
History
Enable global history
Enable history for
Object type
Enable global details
Enable details for
Room
168
Wed 09:51:41 Rm 1st Family Room turning room off
Wed 09:51:03 Rm 1st Family Room turning room on
OK
Cancel
For Help, press F1
Start
Cross2 • Mi...
Exploring •...
Destiny...
C:\My Doc...
9:51 AM

FIG. 14D

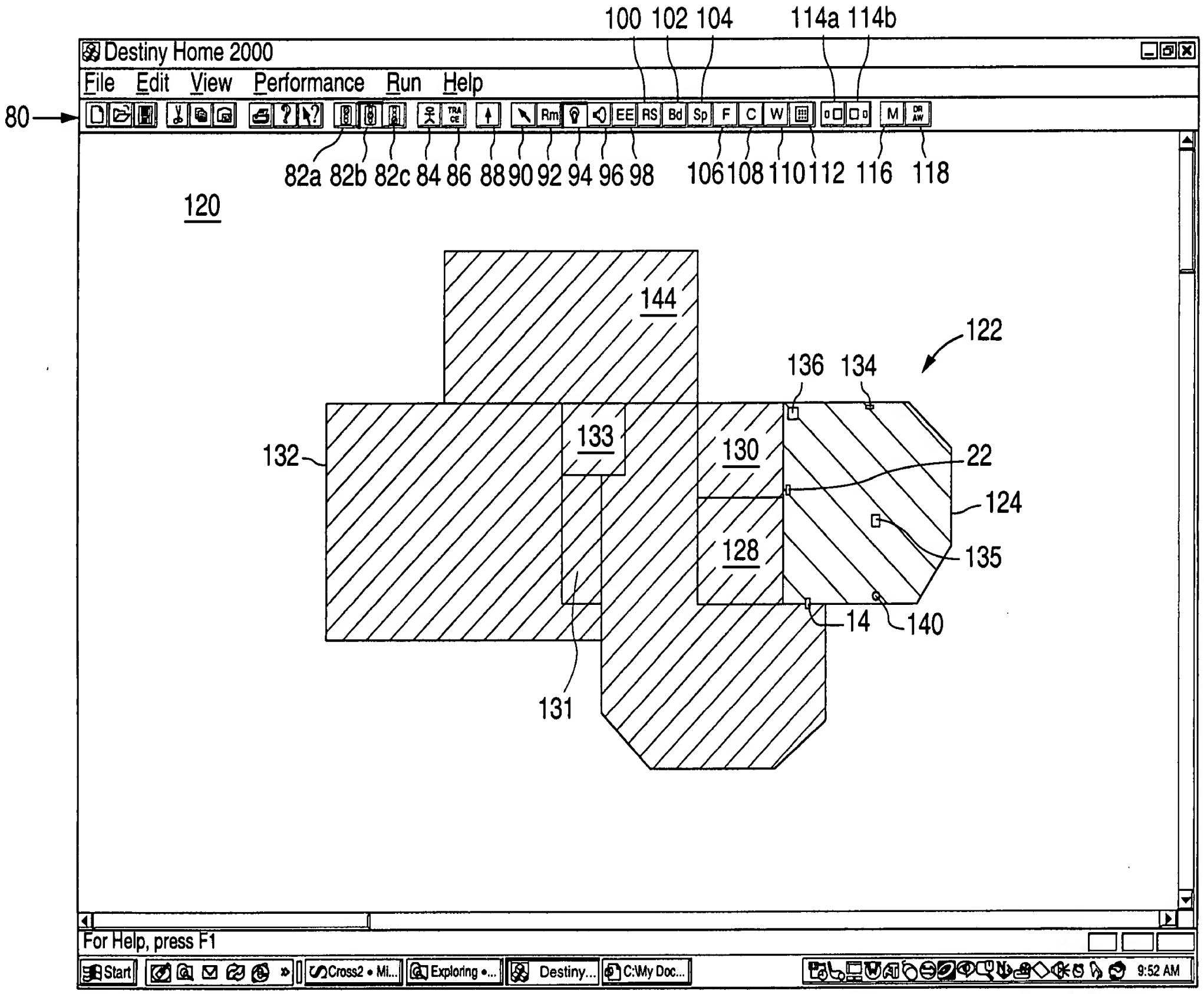
100 102 104
114a 114b
Destiny Home 2000
File Edit View Performance Run Help
80
Rm EE RS Bd Sp F C W M
82a 82b 82c 84 86 88 90 92 94 96 98 106 108 110 112 116 118
120
144
122
136 134
133
130
132
22
124
128
135
14
140
131
For Help, press F1
Start
Cross2 • Mi...
Exploring •...
Destiny...
C:\My Doc...
9:52 AM

FIG. 15A

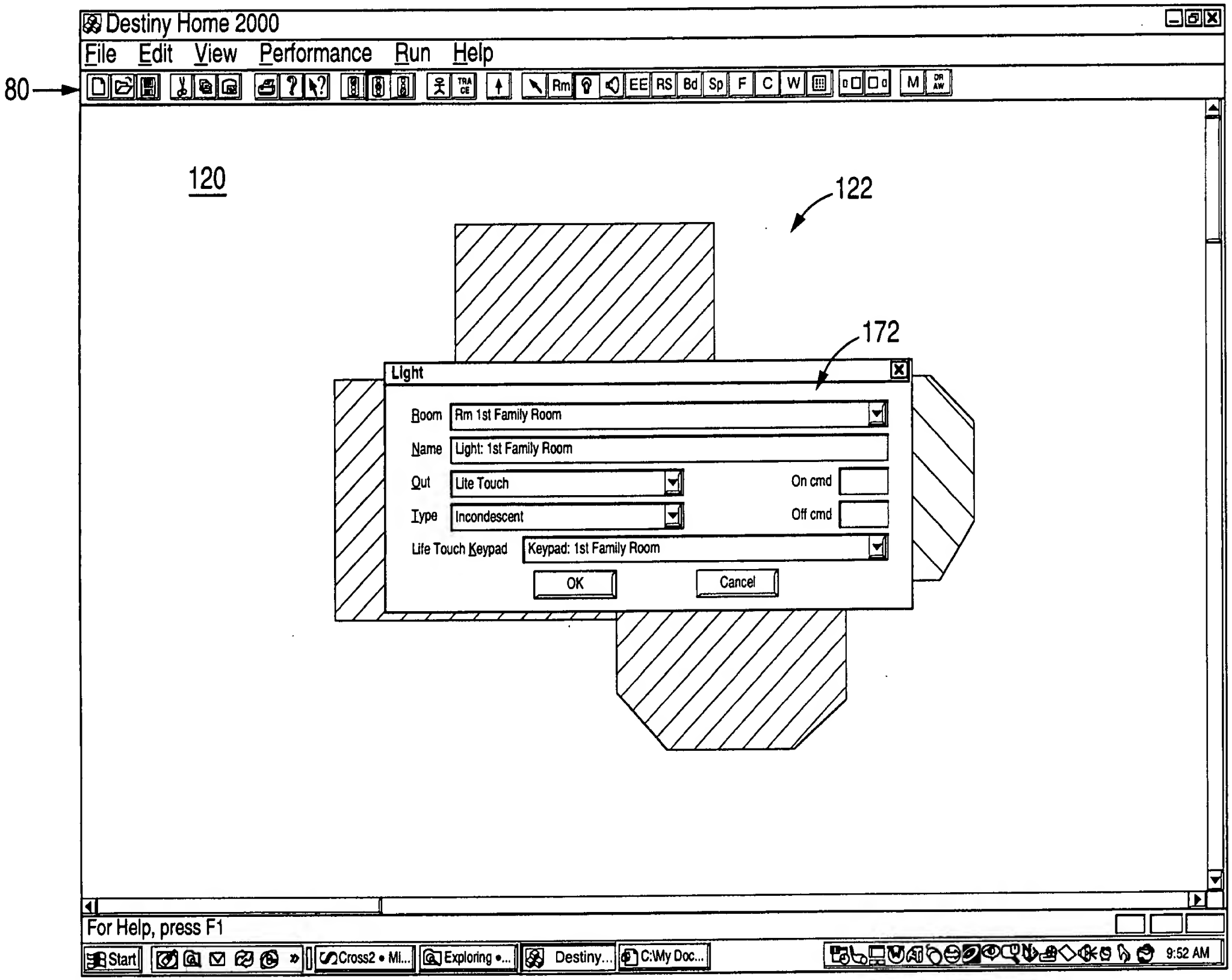
Destiny Home 2000
File Edit View Performance Run Help
80
120
122
172
Light
Room Rm 1st Family Room
Name Light: 1st Family Room
Out Lite Touch
On cmd
Type Incondescent
Off cmd
Life Touch Keypad Keypad: 1st Family Room
OK
Cancel
For Help, press F1
Start
Cross2 • Mi...
Exploring •...
Destiny...
C:\My Doc...
9:52 AM

FIG. 15B